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BATMAN™: ARKHAM ORIGINS BLACKGATE 270

WAYNETECH



This section covers everything you need to get started with *Batman: Arkham Origins*, a full list of the WayneTech upgrades, and combat strategy.

BASICS

>>DIFFICULTY

There are three difficulties that you can choose when starting a new game. Here is a brief description for each:



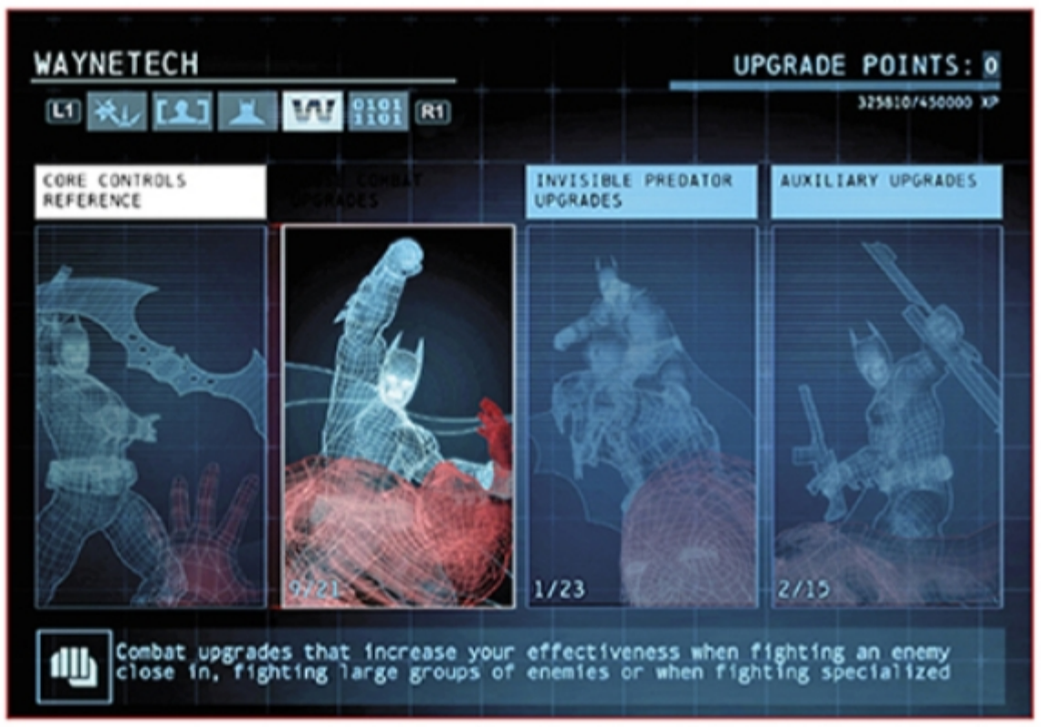
Easy For novice players or those new to the action-adventure genre. Enemies are no match for the strength, gadgets, and intelligence of the Batman.

Normal A balanced difficulty option suitable for most players. Enemies are tough, aggressive, and merciless. But you are the Batman, ready to bring justice to the streets.

Hard Warning! Enemies are faster, tougher, and more dangerous right from the start. Challenges will push Batman to the limit. This should only be attempted by players who are experts at *Batman: Arkham Origins*, or the very brave!

>>MISSION INTERFACE

At any time during Story Mode, you can press the Back/Select button to access your Mission Interface. Here, you can view the Gotham City or current interior map, look at available Most Wanted side missions, check on Dark Knight Challenges, unlock WayneTech upgrades, and access your Database. The Database includes open Casefiles, Character Profiles, Gotham City Intel unlocked by scanning Anarky Tags and Cyrus Pinkney Plaques, and the story Synopsis.



MAP SYSTEM

Select the Map System tab in your Mission Interface to see the Gotham City map if you are in the open world or a map that represents the structure you are currently in. Initially, the only things marked on your map are the Batwing Drop Points, GCR Comms Towers, and your current objective marker. As you progress through the story and complete certain tasks, more icons appear on the map. For example: hack into a Comms Tower and the district's Network Relays show up. Unlock Black Mask's Most Wanted, and the corresponding objectives are displayed. When inside a building, press the Back/Select button to view the Gotham City map. You are unable to set Waypoints inside interiors. You can view an interior map from the city map by highlighting it and pressing the Run button.



While on the map, click the left stick to center it on Batman's location. Use the left stick to move around the map and the right stick to zoom in and out. Press the Counter button in open space to set a custom Waypoint. Highlight an icon and press the Run button to either fast travel to a Batwing Drop Point or set your next objective as that item.

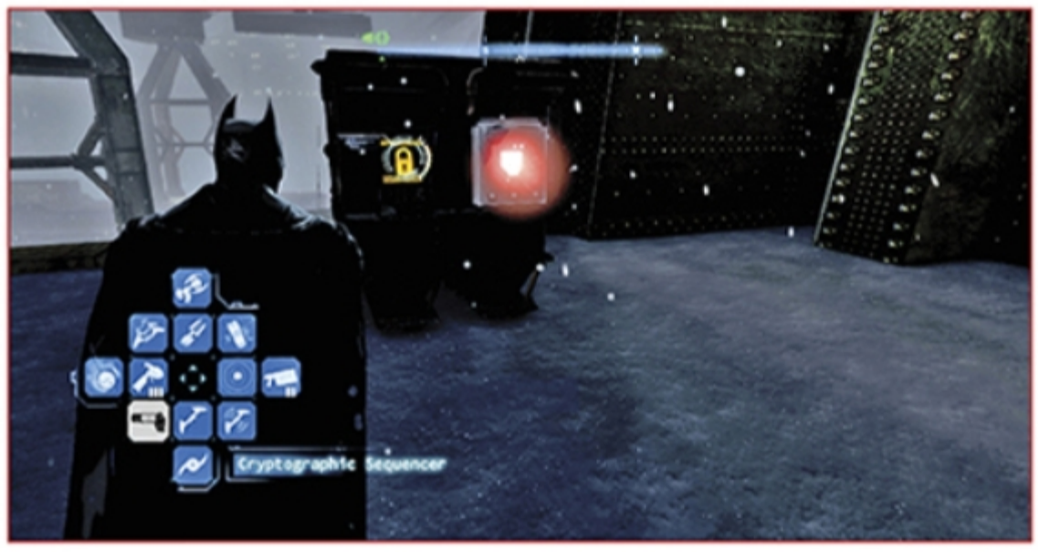
>>BATMAN'S HEALTH

When in combat, Batman's health and armor are displayed in the upper-left corner of your HUD. The wide section of the bar represents his health. You can purchase upgrades to give him Combat Armor and Ballistic Armor. Combat Armor is the upper skinny bar to the right of the health, and it decreases when an enemy hits Batman. If this is fully depleted, Batman takes damage when struck. Ballistic Armor is the lower bar, and it decreases when Batman is shot. When this is gone, Batman starts taking damage from firearms.



>>GADGETS

Batman starts with the following gadgets: Batclaw, Explosive Gel, Smoke Pellet, Cryptographic Sequencer, Batarang, and Remote Control Batarang. As you proceed through Story Mode, you find more gadgets. To select a gadget, use the digital pad. The following table lists which direction selects each one:



DIGITAL PAD DIRECTION	GADGET
Up	Batclaw
Up, Up	Remote Claw
Up/Right	Glue Grenade
Right	Concussion Grenade
Right, Right	Disruptor
Down/Right	Remote Control Batarang
Down	Batarang
Down, Down	Sonic Batarang
Down/Left	Cryptographic Sequencer
Left	Explosive Gel
Left, Left	Smoke Pellet
Up/Left	Multi Target Batarangs

QUICK-FIRE GADGETS



During a Combat Encounter, you can use five of your gadgets immediately by quick-firing them. Use such tools in a fight to increase your variation bonus, stun enemies, disarm firearms, and damage multiple hostiles at once. Get used to mixing these into your battles, as a higher variation bonus equals extra XP. The following table lists the gadgets that you can quick-fire, along with the corresponding command.

COMMAND	QUICK-FIRED GADGET	NOTE
Aim Gadget button (x2)	Batarang	Tosses at enemy in front of Batman. Be sure to have another target picked out to keep your combo going.
Crouch button (x2)	Glue Grenade	Binds foe so he cannot attack.
Aim Gadget button + Cape Stun button	Concussion Grenade	Stuns nearby adversaries for a short period.
Aim Gadget button + Counter button	Batclaw	Pulls opponent closer to Batman. Press the Strike button to perform a powerful Batclaw Slam once available. Disarm armed attackers after another upgrade.
Aim Gadget button + Strike button	Explosive Gel	Place gel on ground. Do this in the middle of a big group to knock down multiple hostiles. Must be detonated with Aim Gadget button + Grapple button.

>>XP AND UPGRADES



As you complete objectives, collect items, and defeat hostiles, you earn XP. As you reach preset amounts of XP, an Upgrade Point is rewarded. Check the WayneTech tab of your Mission Interface to see how far you are from the next Upgrade Point. When you earn one, a message appears at the top of the screen. You can spend these points to unlock upgrades and improve Batman's skills and equipment. The upgrades are divided into three categories: Close Combat Upgrades, Invisible Predator Upgrades, and Auxiliary Upgrades. Each upgrade category has its own upgrade tree. You must purchase early upgrades to gain access to later ones in the tree. The further you advance in a tree, the more powerful the upgrades become. Refer to the Upgrades section a little later in the guide for more information.

>>CRIME IN PROGRESS

While in open world Gotham City, look for the Crime in Progress tracker to appear on the right side of your HUD. This notifies you that there is a crime nearby that requires your attention. Use the tracker to find the criminals and stop them for extra XP. This may be a small group of thugs trying to break into an ATM or a big group picking on a rival. Later in the game, you may even find a terrified person who needs your help, but when you talk to the criminal, ninja emerge from the darkness and attack.

CORE CONTROLS REFERENCE

The following reference lists core game abilities that can also be found in the WayneTech section of your Mission Interface.

MOVEMENT: CORE MOVEMENT ABILITIES

RUN BUTTON (HOLD) — Run, jump, and climb

CROUCH BUTTON + RUN BUTTON — Hang from edge

Traverse the streets and rooftops of Gotham City with ease. Hold the Run button while moving to run. While running, Batman automatically climbs over obstacles and jumps gaps.

STEALTH: CORE STEALTH ABILITIES

CROUCH BUTTON (HOLD) — Crouch

Crouch by holding the Crouch button. Movement while crouched is quick and silent, which makes crouched movement a very useful stealth tactic.

SLIDE

CROUCH BUTTON (WHILE RUNNING) — Slide

Use the slide to navigate under low-clearance obstacles. You can also use the slide to kick straight through vent covers, saving the time of pulling them off. Note: sliding through vent covers makes noise and could alert nearby threats. Additionally, you can employ the slide to initiate combat as the first strike of a combo attack.

GRAPNEL

GRAPPLE BUTTON — Fire Grapnel Gun

RUN BUTTON, RUN BUTTON (HOLD) — Grapnel Accelerator

Fire a Grapnel that allows rapid ascent, granting access to rooftops and vantage points. The Grapnel is an essential part of your navigation equipment. To grapple, simply look toward a ledge or outcrop, and press the Grapple button to fire the Grapnel. Grappling is a vital skill, allowing maximum mobility when combined with gliding or running. It's also vital to escape Combat situations when the odds take a turn for the worse.
Tap the Run button, then press the Run button during a grapple to activate the Grapnel Accelerator. When grappling over medium to long distances, this gadget boosts the speed of the grapple motor, launching Batman high into the air above the target point. Combine this move with a Dive Boost and Glide to perform long sustained glides without ever touching the ground.

GLIDE

RUN BUTTON (HOLD)	Glide
LEFT STICK	Steer glide

WayneTech technologies allow the Batsuit cape to temporarily gain a flexible wing form, enhancing the ability to glide. When gliding, Batman's cape takes on a rigid form, allowing you full control of pitch and yaw. Managing velocity in combination with the Dive Bomb allows you to quickly and effectively maneuver around Gotham City.

DIVE BOMB

CROUCH BUTTON (HOLD)	Dive Bomb (while gliding)

When gliding, the Dive Bomb immediately sends Batman accelerating toward the ground at great speed. By pulling up out of the Dive Bomb after a few seconds, you can transfer this downward speed into a horizontal glide. Alternate between the Dive Bomb and a steady glide climb repeatedly to cover large distances at maximum speed.

GLIDE KICK

STRIKE BUTTON (WHEN TARGETING HOSTILE BELOW)	Glide Kick
CROUCH BUTTON (HOLD)	Dive Bomb Tackle (while Glide Kick is locked on)

When gliding through the city or perched up high, target any enemy within range with a Glide Kick. The Glide Kick can knock most enemies to the ground, making it an effective way to initiate combat with a group. When used on an isolated target, an effective tactic is to immediately follow up with a ground takedown to finish them off.

DROP ATTACK

STRIKE BUTTON	Drop Attack

When looking at an enemy from above, you can use this height to your advantage and launch a surprise attack directly down onto your target. Select your target by highlighting them with the bat-symbol marker. You can combo directly from this attack if there are other enemies nearby, or launch immediately into a ground takedown.

LOOK/ZOOM/TRIGGER SPECIAL CAMERA

RIGHT STICK	Move camera
CLICK RIGHT STICK	Zoom

Move the camera with the right stick to look around. Click the right stick to toggle the zoomed camera view. Rotate the right stick three times clockwise before doing a Glide Kick to trigger a special camera.

DETECTIVE VISION

LB / L1 (TAP)	Detective Vision

Gain an immediate tactical analysis of the current location, identifying potential threats even through solid walls. Threats carrying firearms are highlighted in orange. All other personnel in the vicinity are highlighted in blue. Melee weapons or damage resistance are visually highlighted. This scan mode also highlights items of interest in the environment, providing information via a direct connection to the Batcomputer.

ENVIRONMENT ANALYSIS

LB / L1 (HOLD)	Environment Analysis

The Batsuit's Environment Analysis feature has two main functions: you can scan collectibles to mark them for future retrieval, adding their location to your map, and you can scan points of interest, landmarks, or concealed clues, adding them to your Database.

COMBAT GRADING

After each Combat Encounter, you are awarded bonus XP based on your Combat performance. Your combat grade is assigned based on your maximum combo in the fight, the variation of moves you used, the amount of damage received, and your overall efficiency. A perfect fight is one where you take no damage, never lose your combo multiplier, and use a variety of attack moves. Counter and evade to avoid taking damage while you build your multiplier using quick-fire gadgets, Beatdowns, and takedowns, and you will grade well. Combat grades are:

S — Apex Vigilante
A — Legendary Vigilante
B — Master Vigilante
C — Superior Vigilante
D — Capable Vigilante

STRIKE

STRIKE BUTTON	Strike

The strike is your primary close-range attack. Once Batman has delivered three sequential blows in a fight, he enters Free Flow Mode. While in Free Flow, Batman covers a much greater distance with each attack. Additionally, each strike can knock most enemies straight to the floor.

COUNTER

COUNTER BUTTON	Counter

The counter is one of the most important moves in your arsenal, and its mastery is critical to success in combat. This move instantly turns an enemy's attack back against them, giving Batman the advantage even when under attack from multiple foes. When multiple opponents strike at once, tap the Counter button once for each attacker to fend them off.

PROJECTILE COUNTER

COUNTER BUTTON	Projectile Counter

If an object is thrown at Batman, use the Counter button to catch it and throw it back. Additionally, you can redirect the object toward a different enemy by pushing the left stick in their direction as it is caught.

EVADE

LEFT STICK + RUN BUTTON, RUN BUTTON	Evade

Use an evade to quickly move around during combat. Evade to avoid direct attack or leap over area effects. When under enemy gunfire, evading reduces the amount of damage Batman receives. You can also evade through glass or over railings.

CAPE STUN

CAPE STUN BUTTON	Stun

Use the weighted tips of Batman's cape to disorientate attacking enemies and temporarily stun them. The move affects all foes standing immediately in front of Batman. You can use this move to disrupt groups of enemies and buy time to seize the initiative. A successfully executed Cape Stun also allows you to then perform a Beatdown on the stunned opponent.

ULTRA STUN

CAPE STUN BUTTON (X3)	Ultra Stun

Use three Cape Stuns in quick succession on one target to perform the Ultra Stun. This move knocks down most enemies for an extended period of time without doing any damage. It is particularly effective against large or skilled opponents, breaking down their defenses and leaving them vulnerable to a Beatdown attack.

GROUND TAKEDOWN

CROUCH BUTTON + COUNTER BUTTON	Ground takedown

This powerful move knocks out a single downed enemy. It is highly effective in both Free Flow and Predator engagements. While performing the ground takedown, Batman is vulnerable to attack, so it is important to ensure that there is enough time for the move to complete successfully before you commit to it.

BEATDOWN

STRIKE BUTTON (AGAINST STUNNED HOSTILE)	Beatdown

Beatdown focuses damage on a single enemy without knocking them to the floor. If sustained, a Beatdown can finish off an opponent in one attack. Once you employ a Cape Stun, this move is especially effective against armored enemies who are invulnerable to most other attacks. The Beatdown is very powerful but leaves Batman vulnerable to attack from other foes while it is performed. Use Counters during the Beatdown to sustain your attack.

AERIAL ATTACK

CAPE STUN BUTTON > RUN BUTTON, RUN BUTTON	Aerial Attack
CAPE STUN BUTTON > RUN BUTTON, RUN BUTTON > LEFT STICK + STRIKE BUTTON	Directed Aerial Attack

Use this move to attack an enemy from above. This is especially useful against adversaries using shields, since they cannot block an Aerial Attack. This is ineffective against armored hostiles.

REDIRECT

LEFT STICK + RUN BUTTON, RUN BUTTON (TOWARD ENEMY)	Redirect

This move flips Batman over the head of an attacking enemy. It is very effective to use when surrounded, providing time and space to launch your next attack. This move also maintains your combo multiplier streak, making it a useful tactic for positioning Batman or buying time.

REDIRECT ATTACK

LEFT STICK + RUN BUTTON, RUN BUTTON (TOWARD ENEMY)	Redirect then attack
STRIKE BUTTON	Strike

Use the Redirect Attack to flip over the head of an attacking enemy, then instantly launch a strike at the enemy's back. It's very useful against opponents armed with a Stun Baton.

BLADE DODGE

LEFT STICK (AWAY) + COUNTER BUTTON (HOLD)	Blade Dodge

Enemies armed with edged weapons attack using multiple swipes in quick succession. To evade these repeated attacks, you must perform a number of dodges in a row by moving away from the assailant while holding the Counter button.

INTERROGATION

COUNTER BUTTON	Interrogate

Interrogating Enigma's Data Handlers is key to locating the whereabouts of the DataPacks he has hidden across Gotham City. Simply press the Counter button when near the surrendering enemy to initiate the interrogation. Other hostiles also surrender after their comrades are defeated, such as the escaped prisoners and various other criminals you encounter along the way.

BATARANG

AIM GADGET BUTTON + CROUCH BUTTON (WITH BATARANG SELECTED)	Aim/Throw Batarang
AIM GADGET BUTTON (TAP)	Quick-fire Batarang

Batman's signature weapon for striking ranged enemies quickly and precisely. Use the Quick-fire Batarang to rapidly unleash up to three Batarangs and sustain your combo. A Quick-fire Batarang throw is also very effective when discovered by a single armed enemy, temporarily stunning them so you can escape. Batarangs can also knock foes into hazards or off ledges. Also, use them to strike out-of-reach objects.

BATCLAW

AIM GADGET BUTTON + CROUCH BUTTON (WITH BATCLAW SELECTED)	Aim/Fire Batclaw
AIM GADGET BUTTON + COUNTER BUTTON	Quick-fire Batclaw
AIM GADGET BUTTON + COUNTER BUTTON > STRIKE BUTTON	Batclaw Slam

Fires a claw-like projectile that interacts with out-of-reach objects and pulls them toward Batman. In combat, use the Batclaw on enemies, and follow up immediately with a strike attack to perform the Batclaw Slam. This deals double the damage of a normal strike but takes more time to perform, leaving Batman vulnerable to attack. If an enemy attacks as you pull in another, perform a counter to stop his attack instead of doing the Batclaw Slam.

EXPLOSIVE GEL

AIM GADGET BUTTON + CROUCH BUTTON (WITH EXPLOSIVE GEL SELECTED)	Aim/Apply Explosive Gel
AIM GADGET BUTTON + STRIKE BUTTON	Quick-fire Explosive Gel

Use this gadget to spray explosive adhesive to any wall or floor surface. Very useful for setting traps or destroying weak structures. Use the Quick-fire Explosive Gel to quickly set traps, then detonate them during combat.

SMOKE PELLET

AIM GADGET BUTTON + CROUCH BUTTON	Aim/Throw Smoke Pellet
AIM GADGET BUTTON + GRAPPLE BUTTON	Drop Smoke Pellet
COUNTER BUTTON	Drop Smoke Pellet (when under fire)

The Smoke Pellet fills the vicinity with disorienting smoke, allowing Batman to safely escape while under fire. Additionally, you can target a group of enemies with the Smoke Pellet and take them down silently during the confusion. When used in combat, foes will panic and attack wildly, often hitting each other. The Smoke Pellet requires a recharge time after each use.

CRYPTOGRAPHIC SEQUENCER

AIM GADGET BUTTON + CROUCH BUTTON	Deploy Cryptographic Sequencer

An advanced cyber-invasion gadget, the Cryptographic Sequencer is used to hack into security consoles and unlock access to secure areas. After recovering an encryption key, the Sequencer enables you to lock on to secure radio broadcasts, which are subsequently stored, tracked, and played back by the Batcomputer.

REMOTE CONTROL BATARANG

AIM GADGET BUTTON + CROUCH BUTTON	Toss Remote Control Batarang
GRAPPLE BUTTON	Auto level
CROUCH BUTTON	Boost
AIM GADGET BUTTON	Brake
AIM GADGET BUTTON + CROUCH BUTTON	U-turn

Sophisticated prototype Batarang that can be controlled after being released, making it useful for hitting switches and objects that are out of reach. Brake and flip controls provide high levels of maneuverability. Hold Boost to impact into an enemy at high velocity, sending them flying. If directed into electricity, the Batarang retains the electric charge and can then be used to overload items like fuse boxes.

PREDATOR GRADING

After each Predator Encounter, you are awarded bonus XP based on your stealth performance. Your Predator grade is assigned based on takedown variation, successful concealment, and damage sustained. To maximize your score, complete an encounter without being injured or seen, and use as many takedown variations as possible. Look for environmental opportunities created by vents, grates, and vantage points to maximize your takedown variety. Predator grades are:

S — Apex Predator
A — Legendary Predator
B — Master Predator
C — Superior Predator
D — Capable Predator

VANTAGE POINT

Use vantage points to survey and study enemy movement while avoiding detection. Used in combination with Detective Vision, these provide the ideal position to identify isolated opponents and strategically plan how to take them out. If discovered by armed foes, use the Grapple button to quickly swing between different vantage points in order to break contact.

CORNER COVER

CROUCH BUTTON + RUN BUTTON	Enter Corner Cover (when near a corner)

Conceal yourself by using Corner Cover to avoid detection. Surprise unaware enemies from this position with a Corner Cover Takedown. While hidden in Corner Cover, Batman can take down any approaching, unaware adversary once they move into close proximity. This takedown quickly grabs your target and silently chokes them into unconsciousness while leaving Batman undetected.

SILENT TAKEDOWN

COUNTER BUTTON (BEHIND UNAWARE HOSTILE)	Silent Takedown

This signature move allows Batman to sneak up on an unaware enemy and take them down silently in order to avoid unnecessary attention. While performing the takedown, continue to survey the room and plan an escape route to avoid detection. Also, keep in mind that adversaries equipped with heartbeat monitors will alert the room when taken out.

KNOCKOUT SMASH

STRIKE BUTTON URING SILENT TAKEDOWN)	Knockout Smash

While performing a Silent Takedown, use the Knockout Smash to instantly render the enemy unconscious. However, this move attracts nearby foes to Batman's position. If you have an escape route planned, you can use this move strategically to manipulate the other hostiles into searching for Batman long after he has gone.

DOUBLE TAKEDOWN

COUNTER BUTTON	Double Takedown

Execute a takedown on two unaware enemies standing next to each other. Move silently into position behind two clueless opponents to administer a brutal, head-cracking move that knocks them both unconscious simultaneously. Be careful, though: this attack is noisy, so it alerts other nearby hostiles to Batman's position.

INVERTED TAKEDOWN

COUNTER BUTTON	Inverted Takedown

Allows Batman to swoop down and grab enemies as they pass under a vantage point, and then leave them strung up underneath. Be careful: this noisy takedown attracts foes, so once you've completed it, move away from the vantage point to avoid being spotted. Quick-fire a Batarang in the direction of the hanging hostile to drop them to the ground.

GRATE TAKEDOWN

COUNTER BUTTON — Grate Takedown

When under a floor grate, select "Takedown" to leap out and perform a KO in one seamless attack. Be careful: this move is not silent and attracts attention. WARNING: enemies who discover a victim near floor grates usually search the grates for aggressors.

VENT TAKEDOWN

COUNTER BUTTON — Vent Takedown

Batman can quickly perform a takedown technique on enemies adjacent to a vent. This move requires concealment behind a vent cover, which becomes damaged in the process of using it.

WOODEN WALL TAKEDOWN

COUNTER BUTTON — Wooden Wall Takedown

From a starting point directly behind a weak wall, Batman can smash through the wood and grab an unsuspecting enemy, choking him into unconsciousness. Be careful: this takedown attracts nearby adversaries, so plan your escape route.

WINDOW TAKEDOWN

COUNTER BUTTON — Window Takedown

When behind a window, Batman can take out an enemy on the other side in one move. The noise attracts nearby opponents, so be aware of their locations before you use this takedown.

LEDGE TAKEDOWN

COUNTER BUTTON — Ledge Takedown

While hanging from a ledge, reach up and grab an enemy on the walkway above and pull them off to knock them out. This move is not silent and attracts nearby hostiles.

HANGING LEDGE TAKEDOWN

COUNTER BUTTON — Hanging Ledge Takedown

While standing on a ledge directly above an enemy, drop down over the edge and use your legs to silently choke the enemy unconscious.

CLOSE COMBAT UPGRADES

Combat upgrades that increase your effectiveness when fighting an enemy at close range, fighting large groups of enemies, or fighting specialized opponents. Each upgrade costs an Upgrade Point, and many must be unlocked before you can purchase them.

CONCUSSION DETONATOR

UNLOCKED BY: During Story Mode, solve the Lacey Towers murder and then visit the Batcave (no need to use Upgrade Points)

AIM GADGET BUTTON + CAPE STUN BUTTON — Quick-fire Concussion Detonator

Non-lethal explosive munition designed for crowd control scenarios. Blinds and confuses anyone caught in the blast radius. Throw a small explosive that adheres to your target. After a few seconds, it detonates, creating a powerful blast that blinds and confuses nearby enemies, diminishing their effectiveness and making them a hazard to one another. An excellent crowd control device.

CONCUSSION DETONATOR — STUN DURATION

UNLOCKED BY: During Story Mode, solve the Lacey Towers murder and then visit the Batcave

REQUIRES: Concussion Detonator

Revised explosive lens increases the concussive potential of the device. Enemies stunned by the Concussion Detonator spend more time under the effects of the blast.

COMBAT ARMOR V1.0

Impact-resistant outer shell adds +25% Batsuit resistance against direct melee attacks (25% total).

COMBAT ARMOR V2.0

REQUIRES: Combat Armor v1.0

Subsuit low-velocity impact gel provides +25% Batsuit resistance against direct melee attacks (50% total).

COMBAT ARMOR V3.0

REQUIRES: Combat Armor v2.0

Kinetic dispersal substructure offers initiates a 25% increase in protection against direct melee attacks (75% total).

BLADE DODGE TAKEDOWN

REQUIRES: Combat Armor v3.0

LEFT STICK (AWAY) + COUNTER BUTTON (TAP) — Blade Dodge Takedownw

This powerful counter instantly takes out any enemy who attacks with a blade or sharp object. To successfully complete this takedown, you must hold the Counter button as the enemy performs each attack, but then, you must release and hold it again in between each of the attacker's swipes. This upgrade is applied to all playable characters.

COMBAT ARMOR V4.0

REQUIRES: Blade Dodge Takedown

Integrated WayneTech biomechanical support renders a 25% increase in the level of protection against melee attacks (100% total).

CRITICAL COUNTER

REQUIRES: Combat Armor v4.0

By properly timing your counter on an enemy, you can perform a Critical Counter that delivers double counter damage and increases your combo meter by x2 per counter. You must be in Free Flow (x3 multiplier or higher) for Critical Counters to be effective.

BALLISTIC ARMOR V1.0

Advanced undersuit weave provides a 25% increase in the level of protection against commonly encountered firearm munitions.

BALLISTIC ARMOR V2.0

REQUIRES: Ballistic Armor v1.0

Advanced composite armor plates provide a 50% increase in the level of protection against most sources of ballistic damage.

BALLISTIC ARMOR V3.0

REQUIRES: Ballistic Armor v2.0

Kinetic impact gel layers provide a 75% increase in the level of protection against most firearm damage.

SPECIAL COMBO MULTI GROUND TAKEDOWN

REQUIRES: Ballistic Armor v3.0

RUN BUTTON + CAPE STUN BUTTON — Special Combo Multi Ground Takedown

Batman flips up into the air and launches a number of Batarangs simultaneously. This combat special move instantly incapacitates all enemies who are currently knocked down. This move can be very effective if timed correctly but fails if there are no targets currently on the ground. You can only perform this special combo move after your combo score reaches x8 or above.

BALLISTIC ARMOR V4.0

REQUIRES: Special Combo Multi Ground Takedown

Interlocking plate substructure provides a 100% increase in the level of protection against firearm damage.

SPECIAL COMBO BAT SWARM

REQUIRES: Ballistic Armor v4.0

RUN BUTTON + STRIKE BUTTON — Special Combo Bat Swarm

Advanced sonar technology allows you to summon a swarm of bats to attack and temporarily disorient all enemies within their immediate proximity. For greatest impact, move into position in the middle of an attacking group before activating. You can only perform this special combo move after your combo score reaches x8 or above.

SPECIAL COMBO BOOST

REQUIRES: Critical Counter or Special Combo Bat Swarm

All special combo abilities become available after achieving a combo of x5 instead of the normal requirement of x8. Mastering this technique is essential for maximum combat effectiveness. This upgrade is applied to all playable characters.

SPECIAL COMBO TAKEDOWN

CAPE STUN BUTTON + COUNTER BUTTON — Special Combo Takedown

This special combat move immediately incapacitates most enemies in a single blow. It can only be performed after your combo score reaches x8 or above. The combo meter flashes yellow when a Special Combo Takedown becomes available.

SHOCK GLOVES

UNLOCKED BY: Reach the security room in the Royal Hotel lobby during Story Mode (no need to use Upgrade Point)

REQUIRES: N/A — Automatically obtained as part of Story Mode

CLICK LEFT STICK + CLICK RIGHT STICK (WHEN CHARGED) — Activate Shock Gloves

Shock Gloves are a non-lethal kinetically charged combat tool derived from the Electrocutioner's gloves. Charge the gloves with the kinetic energy generated by striking enemies. Once activated, the Shock Gloves rapidly increase your combo multiplier with each attack, allowing use of more advanced techniques. When activated, Shock Gloves also overcome the protection of various armors, shields, and weapons. You can also use Shock Gloves in exploration to charge portable generators and electrical subsystems.

SHOCK GLOVE—BATTERY EFFICIENCY

UNLOCKED BY: Reach the security room in the Royal Hotel lobby during Story Mode

REQUIRES: Shock Gloves

Increase Shock Glove attack efficiency by 50%. Shock Glove hits now consume less energy, allowing you to charge many more attacks before the battery depletes.

SHOCK GLOVE—ENHANCED CHARGE

UNLOCKED BY: Reach the security room in the Royal Hotel lobby during Story Mode

REQUIRES: Shock Gloves—Battery Efficiency

Optimized energy transfer efficiency means that the Shock Gloves charge 30% faster.

SHOCK GLOVE—STUN BATON COUNTER

UNLOCKED BY: Reach the security room in the Royal Hotel lobby during Story Mode

REQUIRES: Shock Gloves—Enhanced Charge

Once the Shock Gloves are activated, you are able to counter enemies attacking with Stun Baton weapons. This counter disarms and knocks down the attacking foe. Successful Stun Baton counters can recharge your Shock Gloves, as well!

SHOCK GLOVE—SHIELD COUNTER

UNLOCKED BY: Reach the security room in the Royal Hotel lobby during Story Mode
REQUIRES: Shock Gloves — Stun Baton Counter

Once the Shock Gloves are activated, this allows you to counter enemy shield attacks. This Counter disarms and knocks down the attacker.

DOUBLE SPECIAL COMBO MOVE

REQUIRES: Shock Gloves

Advanced combat technique allowing you to earn up to two special combo moves. Your melee combat mastery allows you to earn a second special combo token if you keep the first token and continue increasing your multiplier. Having two tokens allows you to perform any two special combo moves back to back, or to maintain Focus Mode even after performing one special combo move. If your combo is broken at any point, all tokens are lost.

INVISIBLE PREDATOR UPGRADES

Stealth combat upgrades focused on evasion, concealment, and takedown abilities. Each upgrade costs an Upgrade Point, and many must be unlocked before you can purchase them.

INCREASED BATARANG STUN TIME

Pressure point-based impacts delays recovery time for targets. This allows you to close the distance for a ground takedown, or to subdue multiple enemies.

INCREASED BATARANG DAMAGE

REQUIRES: Increased Batarang Stun Time

Advanced kinetic deployment tech increases Batarang impact potential, improving all Batarangs.

DOUBLE BATARANG

REQUIRES: Increased Batarang Damage

Advanced deployment technique allows Batarang user to simultaneously engage two independent targets. Hold the Aim Gadget button to select multiple Batarang targets. Reticules indicate the targeted enemies. Press the Crouch button to release the gadgets.

TRIPLE BATARANG

REQUIRES: Double Batarang

Advanced deployment technique allows Batarang user to simultaneously engage three independent targets. Hold the Aim Gadget button to select multiple Batarang targets. Reticules indicate the targeted enemies. Press the Crouch button to release the gadgets.

GLIDE BOOST ATTACK

STRIKE BUTTON	Glide Kick
CROUCH BUTTON (HOLD)	Glide Boost Attack (while Glide Kick is locked on)

Use this powerful attack to KO an enemy in a single move. From a vantage point or rooftop, perform a Glide Kick with the Strike button, and then hold the Crouch button to initiate the Dive Bomb attack. You must achieve maximum velocity before impact to KO your target, which is indicated by the Batman logo turning red.

EXPLOSIVE GEL: FREQUENCY DETONATOR

REQUIRES: Glide Boost Attack

GRAPPLE BUTTON (WHEN ZOOMED IN ON EXPLOSIVE GEL)	Detonate Explosive Gel

Allows you to remotely detonate Explosive Gel charges one by one instead of all at once. To trigger out-of-order detonations, look at an individual explosive in zoomed camera view, and then press the Grapple button to trigger the desired explosive.

INCREASED SMOKE VOLUME

REQUIRES: Glide Boost Attack

Boosted dispersal system increases the effective radius of each Smoke Pellet. You can move farther while concealed, or confuse more enemies with a single pellet.

HEAT SIGNATURE CONCEALMENT SYSTEM

REQUIRES: Explosive Gel: Frequency Detonator

Upgrade Batman's suit with a masking material that masks Batman's heat signature, making him undetectable to enemies using Thermal Goggles. This is effective as long as he remains perfectly still while being scanned. If grappling to or from a vantage point while being scanned, Batman will still be detected.

EXPLOSIVE GEL: PROXIMITY DETONATOR

REQUIRES: Explosive Gel: Frequency Detonator

Explosive Gel is now equipped with a proximity detonator system that automatically activates when an enemy approaches.

GLUE GRENADE

UNLOCKED BY: After the Bane fight at Royal Hotel, found on workbench in Batcave (no need to use Upgrade Point)
REQUIRES: N/A — Automatically obtained as part of Story Mode

AIM GADGET BUTTON + CROUCH BUTTON	Aim/Throw Glue Grenade
CROUCH BUTTON, CROUCH BUTTON	Quick-fire Throw Glue Grenade

Directly apply this non-lethal projectile to restrain a single enemy. You can use this effectively in combat situations via quick-fire controls. The unique buoyancy effect of the Glue Grenade adhesive allows the Glue Grenade to create a platform, which can float temporarily on water. Plus, you can use it to plug steam leaks in busted pipes.

GLUE GRENADE PROXIMITY TRIGGER UPGRADE

UNLOCKED BY: After the Bane fight at Royal Hotel, found on workbench in Batcave

REQUIRES: Glue Grenade

AIM GADGET BUTTON + GRAPPLE BUTTON	Aim/Throw Glue Proximity Mine

This upgrade adds a proximity trigger to an activated Glue Grenade. This allows you to create a trap that triggers once an enemy approaches the activated grenade. Use it to restrain patrolling adversaries, or to cause a delayed distraction.

GLUE CLUSTER GRENADE

UNLOCKED BY: After the Bane fight at Royal Hotel, found on workbench in Batcave

REQUIRES: Glue Grenade Proximity Trigger Upgrade

AIM GADGET BUTTON + CROUCH BUTTON (HOLD)	Glue Cluster Grenade

A modified version of the Glue Grenade that triggers a surface dispersal effect designed to restrict enemy movement. Immobilizing several foes at once is an effective tactic to initiate combat. When aiming the Glue Grenade with the Aim Gadget button, you should hold the Crouch button to switch to Cluster Mode. The Cluster Mode has a radius of effect that can trap the feet of every hostile within it. However, although their movement is restricted, all enemies with firearms can still fire.

GLUE CLUSTER PROX SENSOR

UNLOCKED BY: After the Bane fight at Royal Hotel, found on workbench in Batcave

REQUIRES: Glue Cluster Grenade

This upgrade automatically detonates the Glue Cluster device when an enemy approaches. This is useful for compromising hostile patrol routes or causing distractions.

INCREASED ADHESIVE RESISTANCE

UNLOCKED BY: After the Bane fight at Royal Hotel, found on workbench in Batcave

REQUIRES: Glue Cluster Prox Sensor

Improves the tensile strength of the resin, increasing the effective duration of both the Glue Grenade and the Glue Cluster munitions.

QUICK SILENT TAKEDOWN

REQUIRES: Glue Grenade

Honing your predatory abilities has improved the efficiency of the most effective stealth attack: the Silent Takedown. This new ability makes the Silent Takedown a few seconds faster, leaving Batman less exposed in Predator situations.

REMOTE CLAW

UNLOCKED BY: Defeat Deathstroke during Story Mode (no need to use Upgrade Point)

AIM GADGET BUTTON (HOLD)	Aim Remote Claw
GRAPPLE BUTTON	Attach cable at anchor point, enemy, or object
CROUCH BUTTON (GREEN LINE)	Fire cable
RUN BUTTON (ON CABLE)	Zipline

A sophisticated projectile gadget that runs a line between two targets—enemies, certain objects, or anchor points. Once the projectile attaches to two targets, a powerful internal reel uses the rope to pull the two targets together. This has various effects depending on which targets are chosen. It can create a tightrope between anchor points, smash foes together to stun them, or launch explosive objects at adversaries to knock them out. Attach an opponent to a fire extinguisher to create a smoke screen.

ROPE TAKEDOWN

UNLOCKED BY: Defeat Deathstroke during Story Mode

REQUIRES: Remote Claw

COUNTER BUTTON (WHEN PROMPTED)	Takedown

This upgrade unlocks both the Tightrope Takedown and the Zipline Takedown. Batman can perform the Tightrope Takedown while on a rope above an unaware enemy. He can execute the Zipline Takedown while ziplining over a clueless hostile. In both cases, press the Counter button when prompted to perform the takedown. Neither of these takedowns is silent; both moves attract attention.

REMOTE CLAW: HEAVY REEL AMMO

UNLOCKED BY: Defeat Deathstroke during Story Mode

REQUIRES: Rope Takedown

An improved projectile that can pull much heavier loads. Heavy Reel Ammo gets automatically equipped when you target an enemy to a vantage point. The reel suspends the targeted foe from the vantage point for a takedown. Note: Heavy Reel Ammo capacity is limited.

REMOTE CLAW: HEAVY REEL AMMO CAPACITY

UNLOCKED BY: Defeat Deathstroke during Story Mode

REQUIRES: Remote Claw: Heavy Reel Ammo

Increase your Heavy Reel Ammo capacity by one. Expand the chassis of the Remote Claw to allow an extra Heavy Reel Ammo to be equipped. You can use Heavy Reel Ammo to suspend enemies from vantage points for a takedown.

DISRUPTOR

UNLOCKED BY: Reach the GCPD evidence locker in Story Mode (no need to use Upgrade Point)

AIM GADGET BUTTON + CROUCH BUTTON (HOLD)	Disrupt jammer or firearm

Broad-spectrum design in a collapsible carbine form factor. Remotely disables technologies such as security systems, enemy firearms, and jammer devices. Adversaries are not alerted to firearm disruption until they attempt to fire their weapons. You can also use this gadget to disable automatic sentry guns. Two consecutive uses of the Disruptor trigger a cooldown period due to excessive heat output.

DISRUPTOR: PA SYSTEM DISRUPTION ALGORITHM

UNLOCKED BY: Reach the GCPD evidence locker in Story Mode

REQUIRES: Disruptor

AIM GADGET BUTTON + CROUCH BUTTON (HOLD)	Disrupt PA system

PA system disruption prevents offsite personnel from receiving information on local security forces. Useful when enemies are equipped with heartbeat monitors used to detect status.

DISRUPTOR: MINE DISRUPTOR

UNLOCKED BY: Reach the GCPD evidence locker in Story Mode
REQUIRES: Disruptor: PA System Disruption Algorithm
AIM GADGET BUTTON + CROUCH BUTTON (HOLD) Detonate mine

Use the Disruptor to trigger proximity mines. If timed correctly, you can use the concussive effect of these explosions to knock enemies out. Due to excessive heat generation, you can only use the Disruptor twice before a cooldown period is required.

INCREASED DISRUPTOR CAPACITY

UNLOCKED BY: Reach the GCPD evidence locker in Story Mode
REQUIRES: Disruptor: Mine Disruptor

Adds an extra charge to the Disruptor's heatsink. This allows you to use the Disruptor three times before triggering a cooldown period.

AUXILIARY UPGRADES

A variety of gadget improvements and combat techniques only accessible by completing specific challenges. These all require completing a side mission or reaching a certain rank in the Dark Knight System to unlock. Then, each must be upgraded with an Upgrade Point.

FREE FLOW FOCUS

UNLOCKED BY: Reach Shadow Vigilante Rank 3 in the Dark Knight System

When achieving a combo of x12 or above, without using a special combo move, you enter Free Flow Focus Mode. This increases movement speed and reaction times. However, using any special combo move cancels Free Flow Focus.

FREE FLOW POWER GADGETS

UNLOCKED BY: Reach Shadow Vigilante Rank 10 in the Dark Knight System

When using quick-fire combat gadgets while in Free Flow Focus Mode (x12 combo multiplier), this upgrade dramatically increases their power. However, once you use a Free Flow Power Gadget, Free Flow Focus Mode is immediately lost.

INCREASED SMOKE DURATION

UNLOCKED BY: Complete Black Mask Most Wanted

Enhanced pellet compound increases the duration of the Smoke Pellet for gameplay. This means more time to escape, and more time to capitalize on enemy confusion.

CONCUSSION DETONATOR — BLAST RADIUS

UNLOCKED BY: Complete Anarky Most Wanted

The blast radius of the Concussion Detonator is increased, affecting larger numbers of enemies or a less densely packed crowd.

SPECIAL COMBO DISARM AND DESTROY

UNLOCKED BY: Complete Bird Most Wanted
STRIKE BUTTON + COUNTER BUTTON (AGAINST ARMED ENEMY) Special Combo Disarm and Destroy

This special combo technique focuses your attack on a single armed attacker and permanently destroys their weapon. The enemy is not taken out by this move, but their weapon is removed from the fight. You can only perform this special combo move after your combo score reaches x8 or above. Perfect for removing firearms or other high-danger weapons from sustained combat scenarios.

CRITICAL STRIKES

UNLOCKED BY: Complete Shiva Most Wanted

Successful Critical Strikes reward perfect combat timing with devastating power. The goal is to perform a Strike just after finishing the previous move. However, if you press too early or tap repeatedly, then you will not perform a Critical Strike. These well-timed blows also increase the combo by x2 for each Strike, allowing for quicker activation of special combo moves.

GRAPNEL ACCELERATOR TAKEDOWN

UNLOCKED BY: Reach Gotham City Protector, Rank 3 in the Dark Knight System
GRAPPLE BUTTON Fire Grapnel Gun
RUN BUTTON, RUN BUTTON (HOLD) Grapnel Accelerator Takedown

By aiming the Grapnel Gun at the ledge below an enemy and using the Grapnel Accelerator, you can grab the foe, lift him high into the air, and then smash him into the ground for an instant KO. Note: You can only use this move in external locations because of the distance required to activate the Grapnel Accelerator.

SHOCKWAVE ATTACK

UNLOCKED BY: Reach Gotham City Protector Rank 10 in the Dark Knight System
STRIKE BUTTON (AFTER DIVE BOMB) Shockwave

This new suit configuration automatically stores the kinetic energy created while performing a Dive Bomb, allowing Batman to release that energy as a powerful shockwave upon landing. This knocks any non-armored enemies in the immediate vicinity to the ground. This is very useful when entering combat with a large number of hostiles, and you should follow it up with one or more ground takedowns.

CRYPTOGRAPHIC POWER AMPLIFIER

UNLOCKED BY: Complete an Extortion File by collecting an entire set of Enigma DataPacks

Increases the computational power of the Cryptographic Sequencer, making it easier to decipher passwords while hacking security systems.

CRYPTOGRAPHIC RANGE AMPLIFIER

UNLOCKED BY: Destroy all components of Enigma's Network Relay in one district

Increases effective range of the Cryptographic Sequencer, allowing you to override out-of-reach security consoles and open up areas that would otherwise be inaccessible. You must have this to collect all of Enigma's DataPacks.

REVERSE BATARANG

UNLOCKED BY: Complete Mad Hatter Most Wanted

This special pre-programmed Remote Batarang loops back on itself and hits an enemy from behind, leaving him dazed and confused while searching for his attacker in the wrong direction.

DISRUPTOR: DISABLE WEAPON BOX

UNLOCKED BY: Complete the Penguin Most Wanted

When used on the lock mechanism of a weapon box, this device makes the lock seize. This increases the time required to gain access to the weapon locker, thus reducing enemy combat effectiveness. Hit any present gun locker with this before entering a fight.

SONIC BATARANG

UNLOCKED BY: Reach Worst Nightmare Rank 3 in the Dark Knight System
AIM GADGET BUTTON + CROUCH BUTTON Sonic Batarang

Once deployed, the Sonic Batarang gives off a high-pitched sound, luring an enemy to investigate. Use this to distract adversaries or lead them into traps. A short recharge time is required between each use.

SONIC SHOCK BATARANG

UNLOCKED BY: Reach Worst Nightmare Rank 10 in the Dark Knight System

Modifies the Sonic Batarang to include a remote micro-explosive that you can detonate remotely. Instantly knocks out an investigating enemy. It allows any thrown Sonic Batarang to be detonated on command. The explosive overloads the heartbeat monitor of a nearby foe, incapacitating him. However, the residual interference stops any further Sonic Batarangs from being effective in that location.

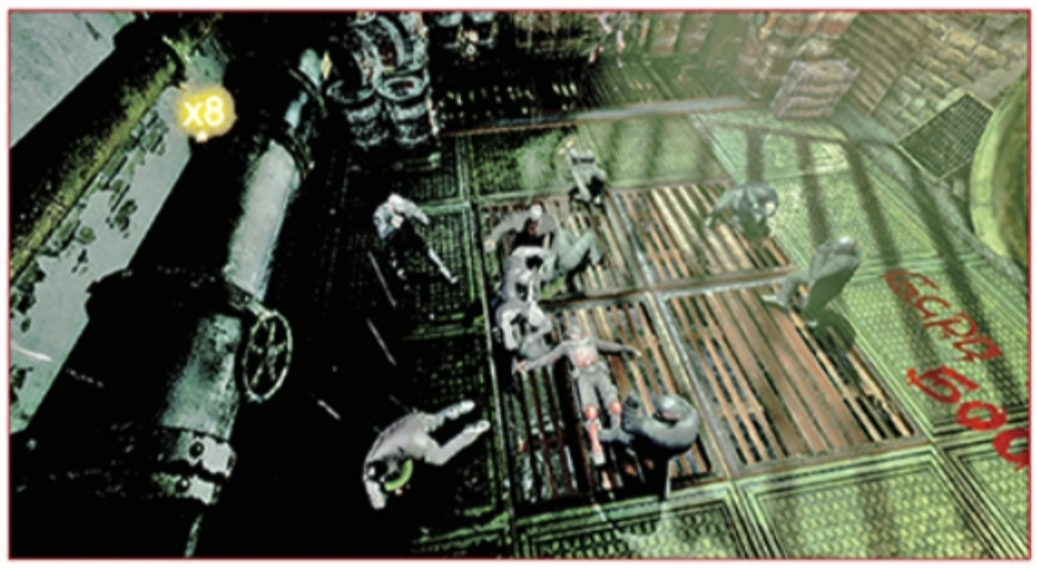
BATCLAW DISARM

UNLOCKED BY: Complete the Deadshot Most Wanted
AIM GADGET BUTTON + COUNTER BUTTON Batclaw Disarm

This upgrade to the Batclaw enables Batman to snatch a firearm from an enemy's grasp. You can use this effectively in combat situations using the Quick-fire Batclaw. Push toward an armed opponent, and press the Aim Gadget button + Counter button to remove his weapon, causing him to stumble in Batman's direction.

COMBAT

There are two types of encounters in *Batman: Arkham Origins*, Combat and Predator. Combat Encounters take place against mostly unarmed enemies in a relatively clear environment. The idea is to build up big combos by flowing between hostiles without getting hit. Predator Encounters primarily take place inside against all armed men. Floor grates, HVAC systems, walls, and vantage points allow for a variety of takedowns against unsuspecting foes. The less Batman is seen, the better you score.



This guide's Story Mode section lists the encounters that you face inside the various locations. These represent the enemies that you battle on Normal difficulty. The various adversaries (along with their configuration) become tougher on Hard difficulty, as well as on New Game Plus and I am the Night modes. The threat level can vary depending on what happens in the fight, such as extra firearms, projectiles, and blades. The following section covers everything you need to know about Combat Encounters, along with some tips on how to extend your combos and earn more XP.

>>COMBAT ENCOUNTERS

Combat Encounters pit Batman against a group of hostiles that brings a variety of weapons and armor to the fight. Strike and counter the foes as they attack from all angles. As you progress through the story, more difficult enemy types are thrown into the mix.



COMBAT GRADE

After each successful Combat Encounter, you are awarded XP based on how well you did. First, the threat level is assessed based on what types of enemies were faced and the weapons used. The enemies and weapons are worth the following XP:



ENEMIES AND WEAPONS

Enemy	250 XP
Armored Enemy	750 XP
Martial Artist	1500 XP
Ninja	1500 XP
Venom User	1500 XP
Enforcer	3000 XP
Armored Enforcer	5000 XP
Melee Weapon	250 XP
Projectile	250 XP
Stun Baton	750 XP
Firearm	750 XP
Knife	750 XP
Shield	750 XP

These are totaled up and given a threat level based on the following scale:

THREAT

Extreme	5250 and up XP
High	3250-5000 XP
Medium	2250-3000 XP
Low	1250-2000 XP
Very Low	250-1000 XP



At that point, your performance is graded depending on your total hits, the max combo, total variation, and hits received. If you go unseen or complete a Perfect Free Flow combo, you're granted an additional bonus. Perfect Free Flow means that you completed the entire encounter without breaking your combo. Based on the grade that you are given, you earn a set percentage of the Threat XP.

GRADE

S: Apex Vigilante	100%
A: Legendary Vigilante	75%
B: Master Vigilante	50%
C: Superior Vigilante	25%
D: Capable Vigilante	0%

As you can see, keeping the combo going and using a variety of attacks while avoiding taking damage can go a long way toward earning XP and upgrading Batman. Counter and evade to avoid taking damage while you build your multiplier using quick-fire gadgets, Beatdowns, and takedowns, and you will grade well.

TYPES OF ENEMIES

At the start of Story Mode, the hostiles that you face are normal thugs who can be hit and blocked with normal strikes and counters. As you continue through the game, more enemy types are thrown into the mix, such as armored enemies and martial artists, who require a little more technique to fight. Here is a list of the foes you face in Gotham City, along with how to defeat each one. This section also lists the location where you face each type of enemy for the first time. (This refers to the regular Story Mode on Normal difficulty.)

ENEMY

FIRST FACED: Blackgate Prison



These are your normal thugs, who are vulnerable to any of Batman's attacks. Most enemy types come in multiple flavors, such as Black Mask mobsters, the Penguin's gang members, and Gotham City criminals, but you can handle them all the same.

ARMORED ENEMY

FIRST FACED: Blackgate Prison (first visit)



Armored enemies wear body armor that makes them invulnerable to a standard strike. Use a Cape Stun to open this type of foe up to a body attack. Immediately follow up the Cape Stun with body blows by rapidly pressing the Strike button. This move is called a Beatdown and is effective against most types of hostiles. Continue attacking until you knock the enemy out. Watch out as you perform this move, since you are vulnerable to attacks from other adversaries. Counter the foe, then continue with your body blows. You may need to stun the foe again before pummeling him into submission. These opponents can also be taken down with a Special Combo Takedown if available. Once activated, Shock Gloves can punch right through these guys' armor.

ENFORCER

FIRST FACED: Final Offer (casino)



Enforcers charge at Batman, picking him up along the way. When the Enforcer reaches the wall, Batman is pinned against it and thrown to the ground. Watch out for the red bolts over an Enforcer's head, which signifies that his next attack cannot be countered—whether it is this charge attack or just an attempt to grab Batman. If the Enforcer manages to grab Batman, rapidly press the Run button to break free and knock him down. Avoid this charge by redirecting the foe as you evade over his head. Performing a Cape Stun and then proceeding to rapidly strike at his midsection can also stop this attack. Once you are able to finish off the Beatdown attack, Batman slams the big guy to the ground, which knocks him out cold.

VENOM USER

FIRST FACED: GCPD (holding cells)



Venom Users are hopped up on the narcotic Venom and are stronger than the typical thug. Red marks above a Venom thug's head signify that his upcoming attack cannot be countered. He grabs Batman as another thug proceeds to pound on the hero. Rapidly press the Run button to escape his grasp and knock both foes away. Avoid this grab attack entirely by evading over the foe's head. He also has a regular Strike that you can counter. Complete a Beatdown or perform a Special Combo Takedown to pull out the hose from his back, reducing him to just a normal thug.

MARTIAL ARTIST

FIRST FACED: Burnley sewers — West



Martial artists are well-trained in hand to hand fighting. They possess the ability to strike three times in succession and counter Batman's strikes. When they attack, be ready to counter three moves before going after them. Hitting one with a Cape Stun is also effective. If he evades your attack, it does not break your combo, so be ready to strike him or another target.

ARMORED ENFORCER

FIRST FACED: Steel Mill



The Armored Enforcer is the toughest and strongest enemy that you face, besides the assassins themselves. They have the same attacks as the regular Enforcer, so evade the big guy or hit him with an Ultra Stun to stop him in his tracks. If he manages to grab Batman, rapidly tap the Run button to break free from his grasp. Like an armored enemy, this hostile wears body armor. Targeting him with a Special Combo Takedown instantly removes his armor. At that point, you can use a Cape Stun into a Beatdown to take care of this foe.

NINJA

FIRST FACED: Shiva Most Wanted



Ninja appear to emerge from the ground or floor when they initially attack Batman with their swords. Counter them as they strike Batman. They have a normal attack that you can counter and a blade attack that requires a Blade Dodge to avoid taking damage. These women are quick and, just like the martial artists, they can evade your strikes. Fortunately, this does not break your combo.

ITEMS

Enemies use various items to better their odds against Batman. Firearms, melee weapons, and shields are often brought into the fight and can be reused after an adversary gets knocked down and drops the object. Always be aware of what an opponent is carrying, as this changes the way you must attack.

MELEE WEAPON



Frequently, an enemy carries a melee weapon, such as a baseball bat, with him. You can counter this attack just like a regular strike. Knocking him down makes him drop the weapon, but another guy can pick it up. Once you have the Special Combo Disarm and Destroy upgrade, you can use a special combo token to remove the weapon from the fight.

PROJECTILE



Enemies can pick up crates, propane tanks, and fire extinguishers and hurl these items at Batman. Once thrown, press the Counter button to catch the object and heave it right back. If someone holds a propane tank or fire extinguisher above his head, quick-fire a Batarang his way to make the tank blow up or cause a smoke screen with the extinguisher.

KNIFE AND BROKEN BOTTLE



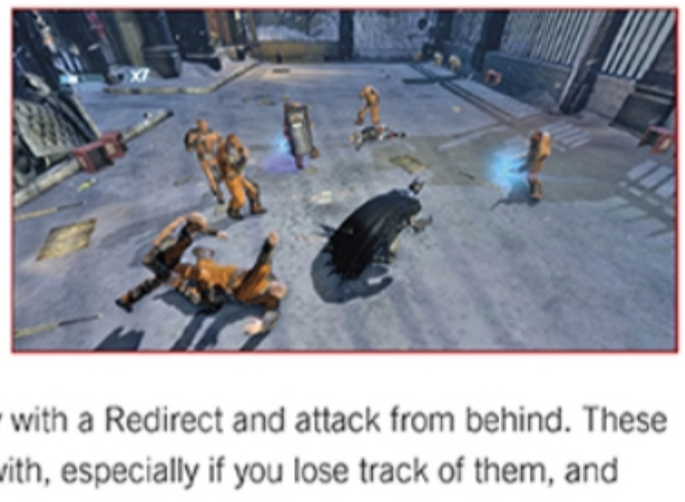
When an enemy attacks with a blade, he or she strikes at Batman three times. Use a Blade Dodge to avoid taking damage by pressing away with the left stick and holding the Counter button. Once you have the Blade Dodge Takedown, you can eliminate the opponent after successfully evading each attack. Knives and broken bottles can be picked up off the ground. Once you have the Special Combo Disarm and Destroy upgrade, you can use a special combo token to remove the weapon from the fight.

SHIELD



An enemy who carries a shield cannot be struck directly; Batman must attack from above. Perform an Aerial Attack by using a Cape Stun, and then press the Run button twice to knock him down. This causes him to drop the protection, which another foe can pick up. If possible, quickly take him out with a ground takedown as he lies helpless. Once activated, Shock Gloves can punch directly through a shield.

STUN BATON



Attacking a Stun Baton enemy head-on knocks Batman back and causes damage to his Combat Armor. You cannot counter their attack, either. You must evade over the guy with a Redirect and attack from behind. These guys are a pain to deal with, especially if you lose track of them, and are a good option for your Special Combo Takedown. The Stun Baton Counter upgrade for the Shock Gloves allows you to counter, disarm, and knock this enemy down.

FIREARM



Thugs with firearms should be one of your first targets, since they can eat away at Batman's Ballistic Armor and break your combo. Once you hear the click of the gun, direct your next attack at the hostile. Complete Deadshot's Most Wanted to snag the Batclaw Disarm upgrade. This allows you to quick-fire your Batclaw at an armed enemy and pull his firearm out of his hands. With the Special Combo Disarm and Destroy upgrade, you can use a special combo token to remove the weapon from the fight. You can also use the Disruptor on firearm-wielding foes before entering a fight to disable their weapons.

GUN LOCKER



A gun locker sits beside many of the Combat locations, allowing hostiles to grab their own firearm during an encounter. It takes some time for an enemy to get inside the locker, and an alarm sounds as he does so. Focus your next strike in the direction of anyone who attempts to break in so that you can keep firearms out of the fight. Once it has been unlocked, adversaries can grab guns immediately.

COMBO MULTIPLIER



For each successive hit, your combo multiplier increases by one. Counters, takedowns, and quick-fired gadgets can all be used to extend the combo. Once Batman takes damage, the combo is lost. Keeping the combo going is key to defeating the big groups of enemies and earning an Apex Vigilante score. Evading away from the action or redirecting an adversary does not break your combo as long as you immediately target someone and attack.



Once Batman reaches a multiplier of x3, he enters Free Flow, where he can attack hostiles from a farther distance and knock most down to the ground. As you hit your target, point the left stick at your next victim and tap the Strike button to keep the combo going—always being ready to press the Counter button if you see someone attack. This is the basic pattern in Combat Encounters, but weapons and different types of enemies mean that you must think carefully about your next move. Plus, variety is a big key to getting a good grade.

There are several upgrades and gadgets that can improve your combos, but the following five have the greatest effect on your multiplier, and all you need to do beyond purchasing them is get the Critical Strike/Counter timing down.



Free Flow Focus—When achieving a combo of x12 or above without using a special combo move, you enter Free Flow Focus Mode. This increases movement speed and reaction times. However, using any special combo move cancels Free Flow Focus. You must reach Shadow Vigilante Rank 3 in the Dark Knight System to grab this upgrade.

Critical Strikes—The goal is to perform a strike just after finishing the previous move. However, if you press too early or tap repeatedly, then you will not perform a Critical Strike. These well-timed blows increase the combo by x2 for each strike, giving your multiplier a huge boost once you get the timing. You must complete Shiva's Most Wanted before you can get this upgrade.

Critical Counter—By properly timing your counter on an enemy, you can perform a Critical Counter that delivers double counter damage and increases your combo meter by x2 per counter.

Special Combo Boost—All special combo abilities become available after achieving a combo of x5 instead of the normal requirement of x8. This doesn't have an immediate effect on your multiplier, but it does allow you to get rid of an enemy that you are having trouble with sooner.

Double Special Combo Move—Once you have the Shock Gloves, this upgrade allows you to earn a second special combo token if you keep the first token and continue to increase your multiplier. A star under the multiplier signifies that you have a second token. Having two tokens allows you to maintain Focus Mode even after you perform one special combo move. If your combo is broken at any point, all tokens are lost.

SPECIAL COMBO TOKENS

Once your combo multiplier reaches x8, you earn a special combo token, which is noted by your multiplier turning yellow. This means that you can perform a special combo move against a hostile to finish him off or destroy his weapon. If your combo is broken at any point, all special combo tokens are lost. This is great to use against an enemy that you are having trouble with or for weakening a Venom User, but if you have the Free Flow Focus upgrade, you can use the boost in movement speed and reaction times to improve your multiplier. Once you use a special combo move while in Free Flow Focus, you lose the effect.



GADGETS



Do not forget about your gadgets in Combat Encounters. You can quick-fire five of them during a fight: the Batarang, Explosive Gel, Glue Grenade, Concussion Grenade, and Batclaw. As long as you hit your target, this does not break your combo. You earn the One of Each Achievement/Trophy if you use all five of the gadgets in one combo. Working all of these into a fight adds to your variation bonus.



Once you have the Shock Gloves, they are extremely helpful in combat. As you strike your opponents, they charge up, which is indicated by the battery on the left side of your HUD. Once it is full, press in on both sticks to activate the gloves. This rapidly increases your combo multiplier with each attack, allowing you to use more advanced techniques. When activated, Shock Gloves also overcome the protection of various armors, shields, and weapons, making them very valuable against a variety of foes.

TIPS FOR A BETTER GRADE AND EXTENDING YOUR COMBO



The total variation bonus plays a big part in your grade and how much XP you earn. Work in as many gadgets as you can, along with the special combo moves. Strikes and counters are great for building your combo, but no matter how long you go, you must mix things up to earn more XP.

Max combo is another important part of your grade, so it is important to keep the combo going no matter what happens. Evading is never a bad idea, as it does not break your combo. Whenever you get into trouble, evade away from the action, but be sure to immediately target your next victim and maintain the combo. A Redirect over an opponent's head is another great way to get out of trouble.

Always be aware of what is going on around Batman. You do not have much time to decide your next move, so it is good to know what attack is required for each enemy type. Get used to rotating the camera as you fight so that you can keep track of everything. Listen for audio clues, like the siren from a gun locker or the click of a firearm.



Use all of your gadgets to increase your odds before and during a fight. Use the Disruptor before a fight to disable firearms, PA systems, and gun lockers. You can employ the Remote Claw to attach a fire extinguisher to a hostile and create a smoke screen. Place an Explosive Gel in the middle of a group of enemies, and detonate it to knock multiple guys down with one hit.

DARK KNIGHT SYSTEM

The Dark Knight System allows you to earn XP and unlock upgrades in the game by completing each of the Dark Knight Challenges. These are split into four categories that represent four gameplay aspects of *Batman: Arkham Origins*—Combat, Exploration, Predator, and Investigation. Each of these has 15 ranks that you earn by completing each challenge, one at a time. Once you complete Rank 15, you earn that title. Therefore, until you earn a title, four challenges are available at all times. Completing 100% of the Dark Knight System earns the Batman The Dark Knight Costume.



In the Dark Knight System menu, you can see how many challenges you have completed in each category. As you highlight each one, the current challenge is listed at the bottom of the screen. This is a quick and relatively easy way to earn some valuable XP. As you complete challenges, be sure to check what you need to do next.



SHADOW VIGILANTE (COMBAT)



The Combat line of challenges covers many of the basic and advanced aspects of fighting in the *Arkham* games. Not only are these good for earning XP, but they also help you become a better fighter, earning even more XP with better grades. These challenges also prepare you for Challenge Mode. Free Flow Focus and Free Flow Power Gadgets are unlocked as you make your way up the ranks, giving you an even bigger edge in combat. Note that you can earn multiple challenges in one category during the same encounter. For example, while working on Rank 2, if you use the Quick-fire Batarang a third time in a fight and then reach a x8 combo multiplier, both are completed after the fight.

>> RANK: 01: COUNTER BASICS

CHALLENGE: Perform five counters.
REWARD: 2500 XP

Press the Counter button when the blue warning prompts appear above an enemy to perform a counter attack. Do this five times to complete the challenge.

>>RANK: 02: BATARANG COMBO

CHALLENGE: Use the Quick-fire Batarang three times while in combat.
REWARD: 2500 XP

Tap the Aim Gadget button twice to use the Quick-fire Batarang in combat. Ensure that your multiplier is x3 or higher each time to complete the challenge.

>>RANK: 03: COMBO STREAK

CHALLENGE: Reach x8 combo multiplier.
REWARD: 2500 XP
UNLOCKS: Free Flow Focus

Press the Strike button repeatedly to build your combo multiplier. Use the left stick to choose your next target. Dodge or counter enemy attacks to avoid resetting your multiplier. This is a relatively easy challenge to complete early in the game, and Free Flow Focus is a valuable upgrade when you're fighting big groups of enemies.

>>RANK: 04: COMBO TAKEDOWN

CHALLENGE: Perform three Special Combo Takedowns.
REWARD: 5000 XP

When your combo meter turns yellow, you can press the Cape Stun button + the Counter button to perform a Special Combo Takedown on an enemy. Use the left stick to choose your target. Do this three times to complete the challenge.

>>RANK: 05: FREE FLOW FOCUS MODE

CHALLENGE: Complete a fight without leaving Focus Mode.
REWARD: 5000 XP

Increase your combo multiplier to x12 to enter Focus Mode. Use the extra speed granted by Focus Mode to defeat all remaining enemies without being hit.

>>RANK: 06: COMBO VARIATION

CHALLENGE: Score a combat variation bonus of 3 or more in one fight.
REWARD: 5000 XP

Variation bonuses are granted for utilizing a variety of abilities during a fight. Mix quick-fire gadgets, takedowns, dodges, and special moves to increase your variation bonus.

>>RANK: 07: EXPLOSIVE GEL KNOCKDOWN

CHALLENGE: Knock down at least three enemies with Explosive Gel.
REWARD: 5000 XP

Press the Aim Gadget button + the Strike button to place Explosive Gel on the ground during a fight. Press the Aim Gadget button + the Strike button again to detonate the Explosive Gel when three or more hostiles are in its radius.

>>RANK: 08: DOUBLE TRIP

CHALLENGE: Knock down two enemies with one slide.
REWARD: 5000 XP

Press the Crouch button while running at an enemy to perform a Slide Attack. Target a cluster of enemies to improve your chance of success.

>>RANK: 09: ADVANCED COUNTER TECHNIQUE

CHALLENGE: Perform a counter in the middle of a Beatdown.
REWARD: 5000 XP

Hit an enemy with a Cape Stun and follow it up with numerous presses of the Strike button to perform a Cape Stun Beatdown on an adversary. Other foes will attack you during the Beatdown. Press the Counter button to counter these attacks, then quickly resume the Beatdown to complete this challenge.

>>RANK: 10: HIGH RISK, HIGH REWARD.

CHALLENGE: Get an A grade in a fight with at least a High threat level.
REWARD: 5000 XP
UNLOCKS: Free Flow Power Gadgets

Get an A grade by maximizing your multiplier and variation bonus and minimizing the damage you take in one fight. Engage with Crimes in Progress to find fights with higher threat levels.

>>RANK: 11: POWER GADGETS

CHALLENGE: Use the Power Gadget ability three times.

REWARD: 15000 XP

Reach x12 multiplier to activate Focus Mode, then use one of your quick-fire gadgets to trigger a Power Gadget. Using a Power Gadget ends Focus Mode. Repeat this three times to complete the challenge.

>>RANK: 12: NATURAL 20

CHALLENGE: Perform 20 Critical Strikes in one Free Flow Combo.

REWARD: 15000 XP

UPGRADE REQUIRED: Critical Strike

Press the Strike button as you complete your previous move to perform a Critical Strike. However, if you press too early or tap repeatedly, then you will not perform a Critical Strike. These well-timed blows also increase the combo by x2 for each strike, allowing for quicker activation of Special Combo Moves.

>>RANK: 13: COMPLETE FIGHTER

CHALLENGE: Reach x30 multiplier and perform seven variations in a single fight.

REWARD: 15000 XP

Engage a large group of enemies to raise your chance of reaching x30 combo multiplier. During the fight, utilize different moves, such as takedowns and quick-fire gadgets, to achieve the required seven variations.

>>RANK: 14: COMBAT SYNERGY

CHALLENGE: Take out three or more enemies with one use of the Multi-Ground Takedown.

REWARD: 15000 XP

UPGRADE REQUIRED: Special Combo Multi-Ground Takedown

Build your combo to x8 or more, use Quick-fire Explosive Gel to knock three or more enemies to the ground, then press the Run button + the Cape Stun button to trigger the Special Combo Multi-Ground Takedown.

>>RANK: 15: SHADOW VIGILANTE

CHALLENGE: Complete a fight with a Medium or higher threat level without being hit, with a x50 combo and at least 15 variations.

REWARD: 15000 XP

UNLOCKS: Shadow Vigilante Title

You must use every ability in your arsenal to reach 15 variations. Employ strikes, counters, gadget quick-fires, special combo moves, and takedowns to accomplish this.

GOTHAM CITY PROTECTOR (EXPLORATION)



XP is earned in Exploration as you master the art of gliding. Eight AR Drills become available in three sets as you progress up the ranks. Completing these augmented reality tests of skill gives you the ability to do many of the other challenges, plus it makes getting around the city much easier. These drills are covered in more detail at the end of this section. Four of these challenges do not have to do with gliding—two require stopping Crimes in Progress, and the other two are completed when you use a Smoke Pellet and the Shockwave Attack.

>>RANK: 01: ADVANCED GLIDING

CHALLENGE: Perform a straight 75-meter glide (Grapnel Accelerator not allowed).

REWARD: 2500 XP

Hold the Run button while jumping off any high point to start gliding. Hold the Crouch button to dive and gain speed, then release to transfer that speed into a longer glide. Pull back on the left stick to gain altitude while gliding.

>>RANK: 02: LONG DIVE

CHALLENGE: Perform a vertical dive for more than 25 meters.

REWARD: 2500 XP

Get to a high point, and start gliding. Press and hold the Crouch button to dive.

>>RANK: 03: AR GLIDE DRILLS—BASIC

CHALLENGE: Complete the Basic AR Glide Drills.

REWARD: 2500 XP

UNLOCKS: Grapnel Accelerator Takedown

For each glide drill, navigate through the series of AR rings within the time limit. Finish all four Basic Drills to complete this challenge. Your current drill is marked on the map.

>>RANK 04: GRAPNEL ACCELERATOR TAKEDOWN

CHALLENGE: Perform one Grapnel Accelerator Takedown

REWARD: 5000 XP

Locate an enemy standing next to a ledge. Press the Grapple button to shoot the Grapnel toward the ledge, then double-tap and hold the Run button to perform the takedown.

>>RANK 05: CRIMEFIGHTER

CHALLENGE: Stop a Crime in Progress.

REWARD: 5000 XP

Patrol the city to find a Crime in Progress. A HUD tracker appears to show the distance and direction to the crime. Enemies within a Crime in Progress are highlighted red.

>>RANK 06: SMOKE PELLET BASICS

CHALLENGE: Use the Smoke Pellet to set up a takedown opportunity.

REWARD: 5000 XP

Throw a Smoke Pellet at an enemy armed with a firearm, such as those on a rooftop or in a Predator Encounter. While the smoke disorients him, move behind him, and then press the Counter button to perform a Silent Takedown.

>>RANK 07: ASSISTED GLIDING

CHALLENGE: Perform a straight 250-meter glide (Grapnel Accelerator allowed).

REWARD: XP

Double-tap the Run button during a grapple to activate the Grapnel Accelerator. The Grapnel Accelerator launches you over the grapple point and continues your glide with a little boost in momentum. Keep this up for 250 meters to complete the challenge.

>>RANK 08: HIGHEST POINT

CHALLENGE: Reach the top of the Soder Cola building in Diamond District.

REWARD: 5000 XP

Locate the Soder Cola building in Diamond District. Glide and use the Grapnel to reach the top of the building.

>>RANK 09: LONG GLIDE

CHALLENGE: Perform a straight 150-meter glide (Grapnel Accelerator not allowed).

REWARD: 5000 XP

While gliding, dive by holding the Crouch button to build up speed, then pull back with the left stick to gain height. Keep building speed by diving and pulling up to glide over a long distance.

>>RANK: 10: AR GLIDE DRILLS—INTERMEDIATE

CHALLENGE: Complete the Intermediate AR Glide Drills.

REWARD: 5000 XP

UNLOCKS: Shockwave Attack

For each glide drill, navigate through the series of AR rings within the time limit. Finish the two Intermediate Drills to complete this challenge. Your current drill is marked on the map.

>>RANK 11: UNLEASH THE SHOCKWAVE

CHALLENGE: Knock down three enemies with a single Shockwave Attack.

REWARD: 15000 XP

While standing on higher ground, start gliding toward enemies by jumping and holding the Run button. Once above the group of foes, press and hold the Crouch button to dive toward them. Upon hitting the ground, press the Cape Stun button to trigger the shockwave attack.

>>RANK 12: LEAP OF FAITH

CHALLENGE: Perform a vertical dive of more than 50 meters.

REWARD: 15000 XP

Find one of the highest points in Gotham City. Glide from that location by holding the Run button as you jump off the ledge, and then quickly hold the Crouch button to dive. Keep diving until you reach the ground.

>>RANK: 13: AR GLIDE DRILLS—ADVANCED

CHALLENGE: Complete the Advanced AR Glide Drills.

REWARD: 15000 XP

For each glide drill, navigate through the series of AR rings within the time limit. Finish the two Advanced Drills to complete this challenge. Your current drill is marked on the map.

>>RANK 14: LOW FLIGHT

CHALLENGE: Glide for 25 meters while maintaining a height of fewer than five meters.

REWARD: 15000 XP

During a glide, use the Crouch button to dive and build momentum, then release and use the left stick to remain level and close to the ground.

>>RANK 15: GOTHAM CITY PROTECTOR

CHALLENGE: Stop a Crime in Progress in each district.

REWARD: 15000 XP

UNLOCKS: Gotham City Protector Title

Patrol every district of Gotham City looking for criminal activity. Stop one Crime in Progress in each district to complete this challenge.

WORST NIGHTMARE (PREDATOR)



Becoming the Worst Nightmare requires mastering Predator Mode. You must learn how to silently make your way around the environment as you take down each unaware foe. To complete this category, you must mix up your takedowns and use all of your gadgets. It is a good idea to practice this in all Predator fights, since variety earns you extra XP bonuses. Rank 07 of Predator requires you to move away from the idea of being unseen as you take on a Predator Encounter head-on.

>>RANK 01: TAKEDOWN BASICS

CHALLENGE: Perform an Inverted Takedown, a Vent Takedown, and a Wall Takedown.

REWARD: 2500 XP

Inverted Takedown: Can be performed from a vantage point. Vent Takedown: Can be performed while hidden behind a vent. Wall Takedown: Can be performed while behind a weak wall with an enemy on the other side. As you deactivate the jamming signal at the Coventry District Comms Tower very early in the game, you are taught about different takedowns, completing this challenge as you do so.

>>RANK 02: SILENT TAKEDOWN

CHALLENGE: Perform three Silent Takedowns in a single Predator Encounter.

REWARD: 2500 XP

Hold the Crouch button while moving to sneak behind an unaware enemy, then press the Counter button when the prompt appears onscreen to perform a Silent Takedown. Take out three enemies this way in one encounter to complete the challenge.

>>RANK 03: UNSEEN

CHALLENGE: Finish a Predator Encounter without being seen.

REWARD: 2500 XP

UNLOCKS: Sonic Batarang

Use vantage points, grates, and vents to stay out of sight. Be patient, picking your enemies off one by one.

>>RANK 04: BAIT AND SWITCH

CHALLENGE: Use a Sonic Batarang to lure an enemy into a takedown.

REWARD: 5000 XP

Select the Sonic Batarang, and throw it near an isolated enemy. The Sonic Batarang then lures the foe to its position. Use this luring ability to set up a takedown opportunity.

>>RANK 05: OLD SCHOOL

CHALLENGE: Complete a Predator room without using Detective Vision.

REWARD: 5000 XP

Use vantage points to locate enemies without using Detective Vision. Entering a smoke cloud automatically triggers Detective Vision, so be careful using Smoke Pellets and tossing Batarangs near fire extinguishers.

>>RANK 06: TAKEDOWN VARIATION

CHALLENGE: Perform four exotic takedowns in one Predator Encounter: Vent Takedown, Explosive Gel Takedown, Corner Takedown, and Hanging Ledge Takedown.

REWARD: 5000 XP

Vent Takedown: Performed while hiding behind a vent. Explosive Gel Takedown: Performed by detonating Explosive Gel on a weak wall with an enemy nearby. Corner Takedown: Performed while hiding behind a cover. Hanging Ledge Takedown: Performed while hanging on a ledge with an adversary below.

>>RANK 07: HEAD-ON

CHALLENGE: Complete a Predator Encounter without performing any takedowns.

REWARD: 5000 XP

Face a Predator Encounter head-on by taking out enemies with normal strikes or Beatdowns. Use gadgets like the Disruptor to gain an advantage.

>>RANK 08: PERFECT VISION

CHALLENGE: Complete a Predator Encounter without using Detective Vision—and without being seen.

REWARD: 5000 XP

Use vantage points to scout the room, and pick your moment to move in on an enemy. When on the ground, approach corners carefully. Take cover, and look before moving.

>>RANK 09: LOUD TAKEDOWNS

CHALLENGE: Perform four loud takedowns in one Predator Encounter: Grate Takedown, Inverted Takedown, Knock-Out Smash Takedown, and Ledge Takedown.

REWARD: 5000 XP

Grate Takedown: Can be performed while hidden under a grate. Inverted Takedown: Can be performed from a vantage point. Knockout Smash: Can be performed during a Silent Takedown. Ledge Takedown: Can be performed while hanging on a ledge. Make a hasty escape after each takedown to avoid being spotted.

>>RANK 10: APEX PREDATOR

CHALLENGE: Complete a Predator Encounter with a High threat level or higher without being seen.

REWARD: 5000 XP

UNLOCKS: Sonic Shock Batarang

Engage in a Predator Encounter with a large number of enemies, armored enemies, or a sniper to find a High-level threat. Be patient and use all your stealth skills to remain undetected during the encounter to complete the challenge.

>>RANK 11: SONIC SHOCK BATARANG

CHALLENGE: Take out an enemy with the Sonic Shock Batarang.

REWARD: 15000 XP

Select the Sonic Batarang, and throw it near an isolated enemy. When the foe approaches the Sonic Batarang, press the Aim Gadget button + the Grapple button to detonate it and cause a Sonic Shock takedown.

>>RANK 12: ALWAYS DIFFERENT

CHALLENGE: Complete a Predator Encounter with a High threat level or above by performing at least five different takedowns.

REWARD: 15000 XP

Look for opportunities to perform a variety of environmental and gadget-related takedowns in the Predator Encounter. Refer to the WayneTech section for full details on Batman's selection of takedowns.

>>RANK 13: SMOKE MASTER

CHALLENGE: Eliminate three enemies within the duration of one Smoke Pellet.
REWARD: 15000 XP

Lure a group of enemies together with a loud move like an Inverted Takedown. Throw a Smoke Pellet into this group, then use quick takedowns like the Knockout Smash to eliminate them all before the smoke disappears.

>>RANK 14: THREE WITH A SINGLE BLOW

CHALLENGE: Eliminate three enemies using a propane tank.
REWARD: 15000 XP

Any enemies on the ground within the blast radius of a propane tank will be KO'd. Use a combo of Explosive Gel and the Remote Claw to create a situation where multiple opponents will be on the ground when a propane tank explodes.

>>RANK 15: DOUBLE FALL

CHALLENGE: Pull two enemies over a railing at the same time using advanced gadget techniques.
REWARD: 15000 XP
UNLOCKS: Worst Nightmare Title

Use gadgets to lure two enemies to a position where each one is at a different railing on either side of a gap, and they are within sight of each other. Tag both hostiles with the Remote Claw, and let it pull them both over the ledges.

WORLD'S GREATEST DETECTIVE (INVESTIGATION)



Becoming the World's Greatest Detective requires solving Casefile Reports, collecting Enigma DataPacks that are hidden all around the city, and scanning Gotham City Intel (Anarky Tags and Cyrus Pinkney Plaques). This builds your Database. Complete 66% of the Database to earn the title.

Refer to the Casefile Reports, Enigma Most Wanted, and Gotham City Intel sections for locations of each.

>>RANK 01: DETECTIVE

CHALLENGE: Complete 10% of the Database.
REWARD: 2000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 02: DETECTIVE

CHALLENGE: Complete 14% of the Database.
REWARD: 2000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 03: DETECTIVE

CHALLENGE: Complete 18% of the Database.
REWARD: 2000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 04: DETECTIVE

CHALLENGE: Complete 22% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 05: DETECTIVE

CHALLENGE: Complete 26% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 06: DETECTIVE

CHALLENGE: Complete 30% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 07: DETECTIVE

CHALLENGE: Complete 34% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 08: DETECTIVE

CHALLENGE: Complete 38% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 09: DETECTIVE

CHALLENGE: Complete 42% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 10: DETECTIVE

CHALLENGE: Complete 46% of the Database.
REWARD: 4000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 11: DETECTIVE

CHALLENGE: Complete 50% of the Database.
REWARD: 8000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 12: DETECTIVE

CHALLENGE: Complete 54% of the Database.
REWARD: 8000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 13: DETECTIVE

CHALLENGE: Complete 58% of the Database.
REWARD: 8000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 14: DETECTIVE

CHALLENGE: Complete 62% of the Database.
REWARD: 8000 XP

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

>>RANK 15: WORLD'S GREATEST DETECTIVE

CHALLENGE: Complete 66% of the Database.
REWARD: 8000 XP
UNLOCKS: World's Greatest Detective Title

Solve crime scenes, collect Enigma DataPacks, and scan for Gotham City Intel to build your Database.

AR GLIDE DRILLS



As you progress through the Gotham City Protector challenges, AR Glide Drills become available, showing up on the map as an objective. Three sets unlock at different times, increasing in difficulty as you go. Look for the red Batman symbol to get started.

>>BASIC

AVAILABLE: After completing Rank 2 of the Gotham City Protector Dark Knight Challenges

STARTING LOCATION: Gotham City Pioneer's Bridge—southeast corner of middle pillar

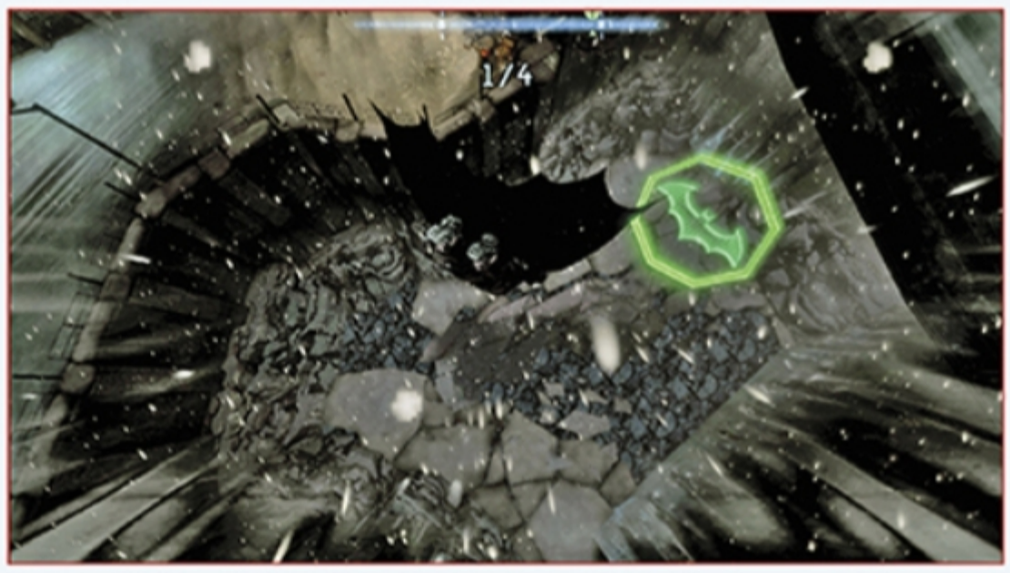


Four drills take you through the basics of gliding. The first one teaches you to control your glide as you maneuver through the rings. The second drill starts on a pipe located part way up the northwest corner of the middle pillar and teaches how to dive during a glide. Glide over to a pipe that hangs from a crane just southeast of the northern pillar to start the third drill. For this one, you must pull out of a dive in order to reach a hanging platform under the bridge. You can use a Grapnel Accelerator to get the final ring if it appears you are going to fall short. The final Basic AR Drill is located on the southwest corner of the northern pillar. To complete the first set of drills, you must dive bomb through rings twice during the glide and then pull up to reach the fifth ring.

>>INTERMEDIATE

AVAILABLE: After completing Rank 9 of the Gotham City Protector Dark Knight Challenges

STARTING LOCATION: Park Row—southwest side



Completing two drills is all that is required for the Intermediate AR Drills. The first drill has you gliding to the south under a pipe, over another, and then gliding into the fourth ring at Jezebel Center. Get as much momentum as you can as you dive bomb through the first ring to reach the full distance. The second drill is found atop the big metal platform that spans across the highway on the south edge of Amusement Mile. These tests are starting to get quite advanced, as this one involves twisting as you dive bomb through the first ring so that you can orient yourself for the other three rings. Again, the key is to get plenty of momentum during the initial Dive Bomb.



>>ADVANCED

AVAILABLE: After completing Rank 12 of the Gotham City Protector Dark Knight Challenges

STARTING LOCATION: Diamond District—center of district, right of the tracks and north of Gotham City News

Again, only two glide tests must be done to complete the final set of AR Glide Drills. The first one has you dive bombing through a narrow space and twisting to the left to set up the glide through the final rings. Be sure to dive immediately after running off the roof. If it looks like you might fall short of the fourth ring, grapple up to the pipe ahead to pull yourself through it. The final drill starts on a vantage point on the southwest corner of Lacey Towers. Glide out over the first ring and dive bomb for two seconds before pulling up to reach the second ring atop the northern building. Then, you must make a tight left turn through a narrow space. Carefully glide to the left, where another even shorter dive bomb through the fourth ring allows you to reach the fifth and final objective. Not only does this complete all of the AR Glide Drills, but your gliding skills should now be even sharper.



STORY MODE

Batman: Arkham Origins is latest entry in the *Batman Arkham* series, but it is not a story concerning the origins of Batman, as one might suspect. The narrative actually takes place after Bruce Wayne's return from a long absence. After Batman has spent two years of fighting crime in his role as a vigilante, the Gotham City Police Department treats him as a criminal. He simply wants to clean up the streets of his city and believes he alone must get it done.

Thus far, Batman has been a serious threat to the plans for many criminals of Gotham City. So, for one night only, a bounty of $50,000,000 has been placed on Batman's head. Black Mask's Kill the Bat Christmas Eve Challenge has brought out eight of the deadliest assassins—each one gunning for the the masked vigilante of Gotham City. The biggest storm of the winter has blighted the city, and many criminals have hit the streets for what they think is an easy take. It is now up to Batman to get to Black Mask, stop the crime spree, and avoid the constant attacks of criminals who are seeking to claim the bounty on his head.

This section of the guide focuses only on the main objectives of the Story Mode. New Most Wanted side missions or Casefiles are briefly discussed, but for full details, please refer to their respective chapters. This walkthrough is based on the Normal difficulty of the game. The enemies you face on Hard difficulty, New Game Plus, and I am the Night mode are tougher and may consist of different combinations of foes.

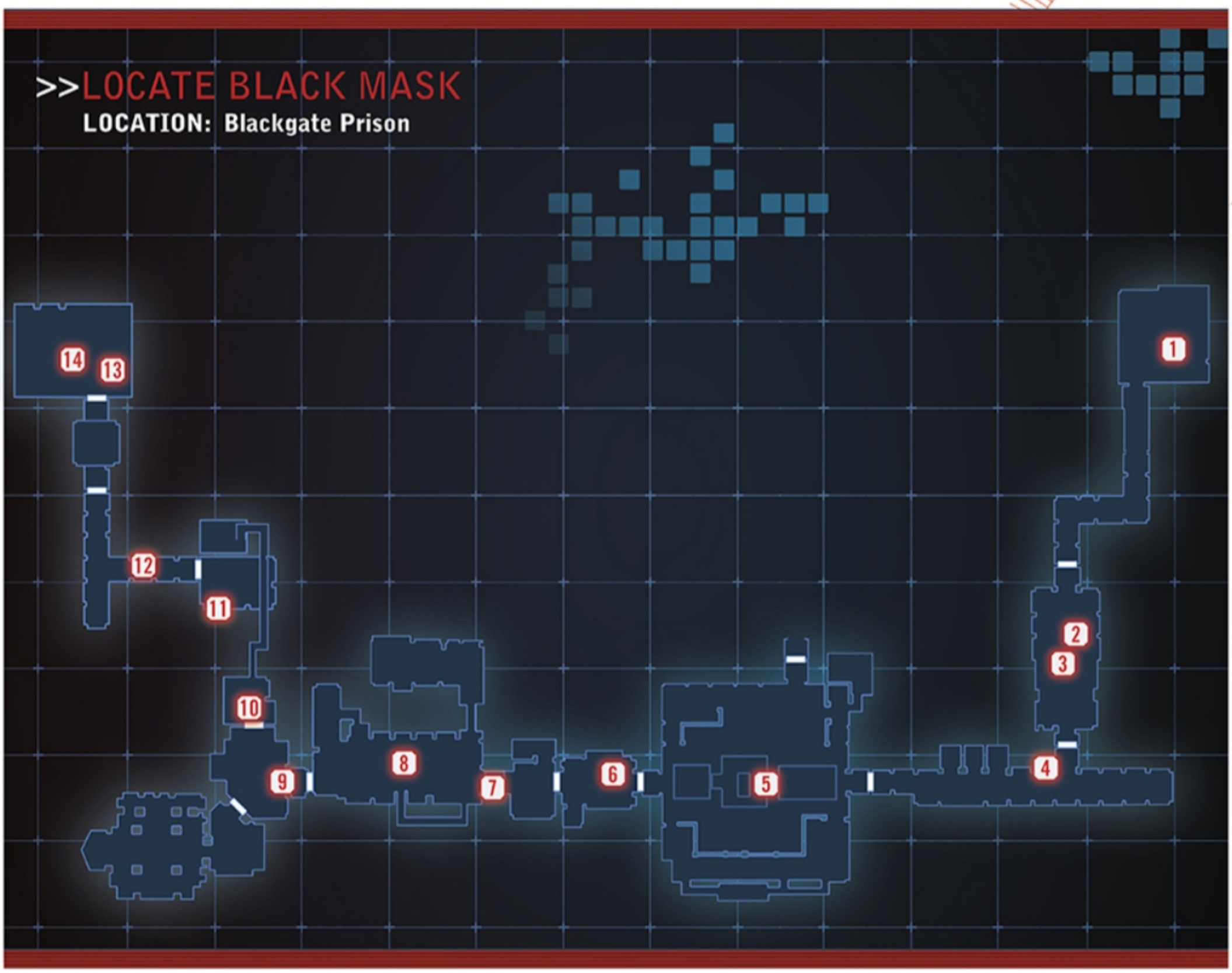
LOCATE BLACK MASK AT BLACKGATE PRISON



Bruce Wayne enters the Batcave while a news report plays on the monitor. After switching channels, it is revealed that this is the day that one of Gotham City's most heinous criminals, Julian Gregory Day, is being executed. At that moment, a police report informs you that Black Mask is holding Commissioner Loeb captive at Blackgate Prison. Alfred implores Bruce to remember that it is Christmas Eve and that he should take the night off, but Bruce's decision is already made. Batman must seek out Black Mask.

>>LOCATE BLACK MASK

LOCATION: Blackgate Prison



1. START
2. Stairs to Lower Level
3. Cell Block A
4. Holding Cells
5. Nexus
6. Prisoner Processing
7. Elevator to Lower Level
8. Death Row
9. Execution Chamber Access
10. Medical Ward
11. Execution Chamber
12. Security Corridor
13. Boss Fight
14. Watch Tower

Follow the trail of debris under the Blackgate West Wing sign on the left. Hold the Crouch button to duck underneath. Run down the steps, then move through the crumpled-up bars. Follow the hall to the right and duck under the busted pipe. There, you observe Warden Joseph being attacked. At this point, the villain turns around and attacks Batman. Press the Counter button to grab the weapon and throw the thug to the ground.



>>>RUN

Hold the Run button to make Batman move faster. You have infinite stamina to work with, so unless you are trying to sneak up on a potential foe, you can opt to use this control option to run everywhere.

COUNTERS

Whenever you see the lightning bolt markings appear over an attacker's head, press the Counter button for Batman to block the blow and perform an attack. This move is vital for building up big combos. Get used to anticipating enemy strikes and learn which foes you can counter. There are three different colors of markings that can show up above an adversary. Blue bolts mean that you can counter with a press of the button. Yellow signifies that your foe is striking with a knife. Move away, and press the button whenever the enemy lunges with a weapon. Red marks mean that the enemy attack cannot be countered. For this attack, evade out of the way, or redirect the thug by flipping over his head.



At this point, the warden moves to pick up a pipe lying on the ground and swings it. Again, counter the attack. At this point Batman presses for information about Black Mask's location, but all the warden can offer up is a directive to find Commissioner Loeb or one of his men.



TRACK DOWN COMMISSIONER LOEB

COMBAT ENCOUNTER

THREAT: Very Low — 4 Enemies



Go through the gate at the end of the hall to enter Cellblock A. Feel free to make a lap around the cage ahead to spook some of the locked-up criminals, then run down the central stairs to reach the lower level. Proceed through the door to find two of Black Mask's thugs, along with two more prisoners. Use strikes and counters to build up a nice combo while taking out the three foes. Approach the remaining cowering Black Mask thug, and press the Counter button to interrogate him. You learn that Black Mask is heading to the execution chamber with Loeb.

SCORE AND RATING



After you clear a Combat or Predator room of enemies, you receive a letter grade from D up to S, which is based on the difficulty of the enemies and how well you did. First, you are given a set amount of XP for each foe defeated, and a threat level is determined. Then, based on how well you performed, you earn a set percentage of bonus XP. Therefore, if you get a perfect rating, or S, you earn twice as much experience.

GAIN ACCESS TO THE EXECUTION CHAMBER

COMBAT ENCOUNTER

THREAT: Very Low — 3 Enemies



Go through the south gate to access the Block A Holding Cells. Inside, you find a drone, but as you turn the corner to the right, it rises into the air—crashing through a skylight above. As you follow it into the next area, three prisoners are released from their cells. Eliminate them with some well-timed counters, along with strikes and finishing moves. Once you've defeated them, grapple up to a small opening to the west.

GRAPPLE POINT

When you see a circular icon with three green lines paired with a button icon, you can use your Grapnel Gun to rapidly ascend to the rooftop or vantage point by pressing the Grapple button. If you see a circle around a green arrow, it means there is a Grapple Point in the direction that it faces. Not only is this a great way to get around Gotham City, but it is also useful for escaping a tough battle.



COMBAT ENCOUNTER

THREAT: Very Low — 1 Armored Enemy

Crawl straight ahead and drop back down to the floor. Approach the next gate as it opens up to reveal the prison's nexus. Step into the middle of the room to spot Killer Croc ahead as he finishes off a prison guard, just before he escapes through the far door. An armored Black Mask thug notices your presence and approaches your location. You can counter his attack, but this won't be able to take him out because he is wearing armor. Therefore, you must use a Cape Stun before finishing him off with a series of body strikes.



ARMORED ENEMY



Use a Cape Stun against an enemy with body armor to open the opponent up to a body attack. Immediately follow up the Cape Stun with body blows by rapidly pressing the Strike button. Keep attacking until you knock out the target. Be careful when you perform this move, because Batman is vulnerable to attacks from other foes. Counter the adversary, and continue with your body blows. You may need to stun your foe again before pummeling him into submission.

Grapple up to the ledge, where Killer Croc recently stood, and move into the prisoner processing area. Use Detective Vision to spot a control switch on the far wall. You may also notice that four unarmed hostiles wait on the other side of the wall, and they're holding hostages. Press Down to select your Batarang, then aim it at the switch. Fire the device to slightly raise the nearby gate.



DETECTIVE VISION

Tap the Detective Vision button to enter a special mode that highlights a variety of important targets. You can also read information about items that you can interact with, such as weak flooring/walls, enemies, Enigma's DataPacks, and more. Thugs with guns are shown in red, while unarmed foes are depicted in blue.



BATARANG

The Batarang is useful for triggering unreachable switches, but it is also great in combat. Tap the Aim Gadget button to quick-fire a Batarang in the direction Batman is facing. This is great for keeping a combo going when additional foes are not within reach. This technique also boosts your score by adding some variety to your fights.

COMBAT ENCOUNTER

THREAT: Very Low | 4 Enemies

Run toward the door, and press the Crouch button to slide underneath. If an enemy stands just in front of the door, this move knocks the enemy down to start the next encounter. Keep the combo going by immediately striking another of Black Mask's men. Continue knocking out the foes and finishing them off with special moves. Once you've eliminated the threat, use Detective Vision to find another switch on the west wall. A quick tap of the Aim Gadget button while looking at the switch tosses a Batarang at it. This gives you access to an elevator shaft.



Step inside, then select your Explosive Gel. Spray it onto the weak floor, and detonate it to send Batman down to the lower level. From there, Batman finds his target, Black Mask, inside Death Row. He and his accomplice, Killer Croc, are holding Commissioner Loeb captive.

EXPLOSIVE GEL

Explosive Gel allows you to bust through weak floors and walls. Use Detective Vision to spot these areas around Gotham City. Hold the Aim Gadget button, then press the Crouch button to spray on the explosive. When you are ready to detonate the charge, hold the Aim Gadget button and press the Grapple button. If an enemy is standing next to the wall or below the floor, a box shows up on the left side of your heads-up display. A number signifies how many foes the explosion can take out. Use this to dispatch unsuspecting opponents in a Predator room. During combat, you can quick-fire the gel onto the ground by holding the Aim Gadget button and pressing the Strike button. Press it again to detonate the explosive.





>>PURSUE BLACK MASK

GAIN ACCESS TO THE EXECUTION CHAMBER

COMBAT ENCOUNTER

THREAT: Low — 5 Enemies

1 Melee Weapon

Look to the left and approach the vent. Press the Run button for Batman to grab it, then rapidly press the button to pry the vent cover off the wall. Crouch inside and follow it all the way around to the right to find five prisoners and a Black Mask thug. Step off the ledge to land on one of the foes as the masked enemy escapes behind the bars to the west. Eliminate the five men, and then use Detective Vision to spot a weak wall next to the remaining opponent.



Step inside the open cell to the right, and spot the vent up on the wall. Select your Batclaw, and aim it at the grating. Fire it to grab the bars, and rapidly press the Run button to pull it down. Now, run toward the wall to climb into the hole. Follow the path to the left and drop into the next room. Approach the left wall and spray Explosive Gel onto the weakened partition. A message pops up on the left side of your HUD to let you know the explosion can take out a hostile; detonate the gel to eliminate the threat.

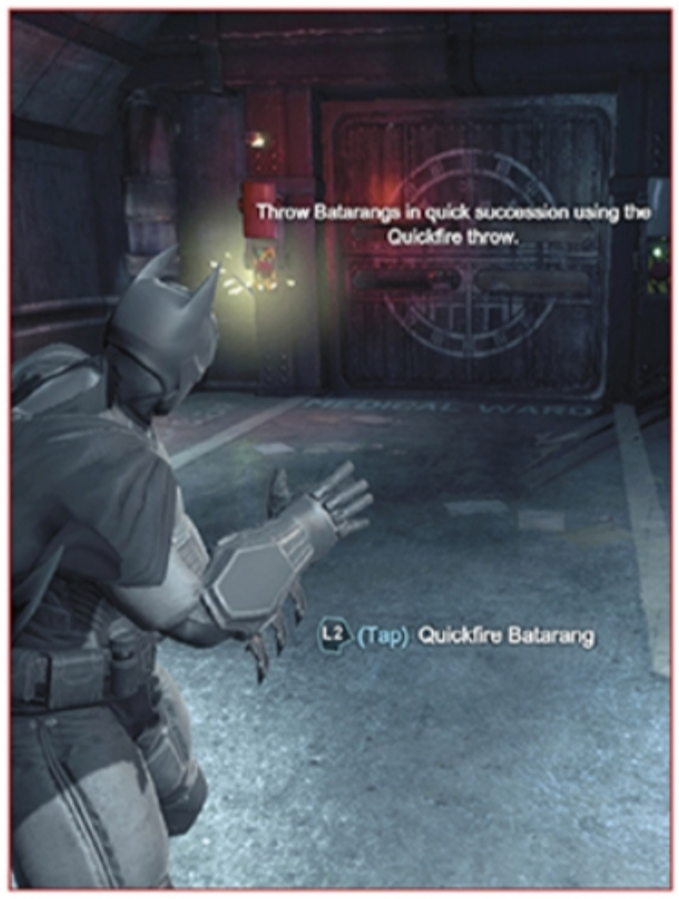




BATCLAW

The Batclaw comes in handy during exploration, since you can use it to rip down vent covers from afar, grab anchor points, and snag out-of-reach DataPacks. It is also great to use during combat to pull an enemy closer to you. Quick-fire the gadget by pressing the Aim Gadget and Counter buttons simultaneously. Quickly follow it up with a strike to knock the foe down as you pull him in. Once you obtain the upgrade, you can even use the Batclaw to disarm enemies.

Through the gate on the right, you find the entrance point for the Execution Chamber Access. Look to the right to find a control switch on each side of the north door. Quick-fire a couple Batarangs to activate the two switches, which opens the door. Select your Batclaw, and pry off another vent cover on the far wall. Climb inside and follow the narrow passage. As you pass the openings on the left, you spot Black Mask and his henchmen working to set the Calendar Man free.





COMBAT ENCOUNTER

THREAT: Low 2 Enemies

1 Armored Enemy



Continue through the vent until Batman drops next to a window. Observe Black Mask tossing Loeb into the chamber. Sprint toward the chamber and double press the Run button to dive through the window. Three of Black Mask's men (including one armored foe) show up through the west entrance. Counter their moves, and attack the weaker enemies until you've knocked both down. Then, use a Cape Stun on the armored thug, following it up with body blows until you defeat him. Once you've eliminated all three, exit out the doorway and follow the security corridor around to the right.



Through the next door, Batman finds a destroyed drone in the watch tower. Inside is a memory card that the villains left behind. It should be possible to repair it back at the Batcave. Look up, and Grapple to the stairwell above. Follow the steps until you reach a ladder. Climb this ladder, run around to a second one, and ascend to the roof. There, Killer Croc waits for Batman—the start of your first boss fight.

DEFEAT KILLER CROC



DEFEAT THE BEAST

Killer Croc is the first of the assassin fights in *Batman: Arkham Origins*. He is much stronger than the standard thugs that you have faced so far, and you cannot counter his attacks. The beast charges your way in a devastating offense. Either redirect him by evading over his mass, or hit him with a Cape Stun to stop him in his tracks. Rapidly press the Strike button to follow up with body blows. End the combo by slamming Killer Croc's head into the rooftop.

Be careful, because Killer Croc immediately gets up and strikes the ground, knocking Batman off his feet. Quickly perform an Evade move to avoid taking damage from this attack.



At this point, Killer Croc goes over to the explosive tanks and picks one up, while a helicopter delivers two Black Mask thugs. Quick-fire a series of Batarangs at the big guy to make the container detonate, causing serious damage to your nemesis. If you don't knock the explosive out of his hands, he tosses it your way. Be ready to evade to the side to avoid the projectile.



(CONTINUES ON NEXT PAGE)

Focus on the two thugs as Killer Croc stumbles for a bit. When you see the red bolts above his head, either evade his attack, or hit him with a Cape Stun. This allows you to keep fighting the two pests. Be sure to spin the camera around so you can see when the boss is coming. If you decide to pound away at the big guy with the thugs still around, be ready to use a counter if one strikes at you.





If Killer Croc grabs Batman, rapidly press the Run button to escape his clutches by head-butting and kicking him back. If you fail to break free, the big guy tosses Batman like a rag doll.

After you do knock him back, prepare yourself. Killer Croc strikes the ground again, so evade this move to avoid taking big damage.



Next, Killer Croc goes for another tank and three additional thugs come in from a chopper. Quick-fire Batarangs to destroy his potential projectile, and handle Black Mask's men with counters and strikes. Continue to either evade the big guy's charging attack or hit him with your cape while you take down the thugs.

The reptile goes for one more tank; destroy it with a quick-fired Batarang. Batman then knocks the beast down and interrogates him for information on his boss. Croc informs the hero about Black Mask's bounty, which has brought the deadliest assassins to Gotham City.





WAYNETECH UPGRADES

Defeating Killer Croc gives you enough XP to earn your first Upgrade Point. You can spend these points at the WayneTech screen to unlock upgrades and improve Batman's skills and equipment. There are three categories that can be improved: Close Combat Upgrades, Invisible Predator Upgrades, and Auxiliary Upgrades.



USE THE BATCOMPUTER TO ANALYZE THE MEMORY CARD

Once you gain control of Batman in his Batcave, follow Alfred down to the Batcomputer. Use it to watch the surveillance video contained on the drone memory card. This reveals more information on the assassins that Black Mask has brought to Gotham City.



TRACK DOWN THE PENGUIN

Batman traces the drone to the Penguin, but tracking the villain down may prove to be a tougher task. The drone's next wave point is a rendezvous with the Penguin's men at Jezebel Plaza. That is your next objective, but before leaving, talk to Alfred to earn an easy 4000 XP. Every time you visit the Batcave, speak with Alfred to earn extra experience. XP is only earned the first time you talk to him, however.

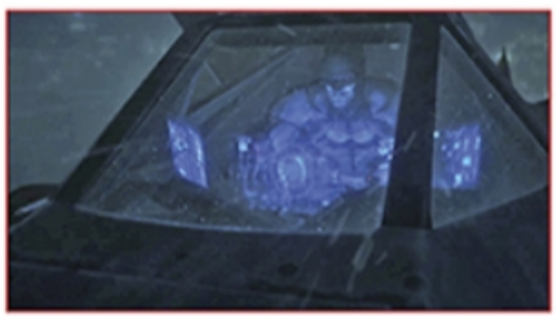


COMBAT TRAINING



Combat Training is now unlocked in the Batcave. Use the computer in the northern area to access it, or access it from the Story Mode menu. This part of Challenge Mode gives you the opportunity to brush up on many of Batman's core abilities.

INTERROGATE THE PENGUIN'S ARMS DEALER



Access the Batwing on the central platform to exit the Batcave. Selecting the Batwing Drop Point in The Bowery sends Batman on his way to his destination, but something is interfering with the control towers. This must be investigated, so drop in at the Coventry GCR Tower first.

DEACTIVATE THE JAMMING SIGNAL

PREDATOR ENCOUNTER

THREAT: Low — 4 Armed Enemies

Move forward and use Detective Vision to spot armed enemies in the next room. Open the door to startle them as one grabs a hostage in the back of the room. Immediately press the Counter button to throw down a Smoke Pellet, then grapple up to the vantage point above. This puts you in a position where you can scope out the situation and plan your assault. Use Detective Vision again to notice that four armed hostiles are present. This mode also allows you to easily spot more vantage points ahead.



FAST TRAVEL



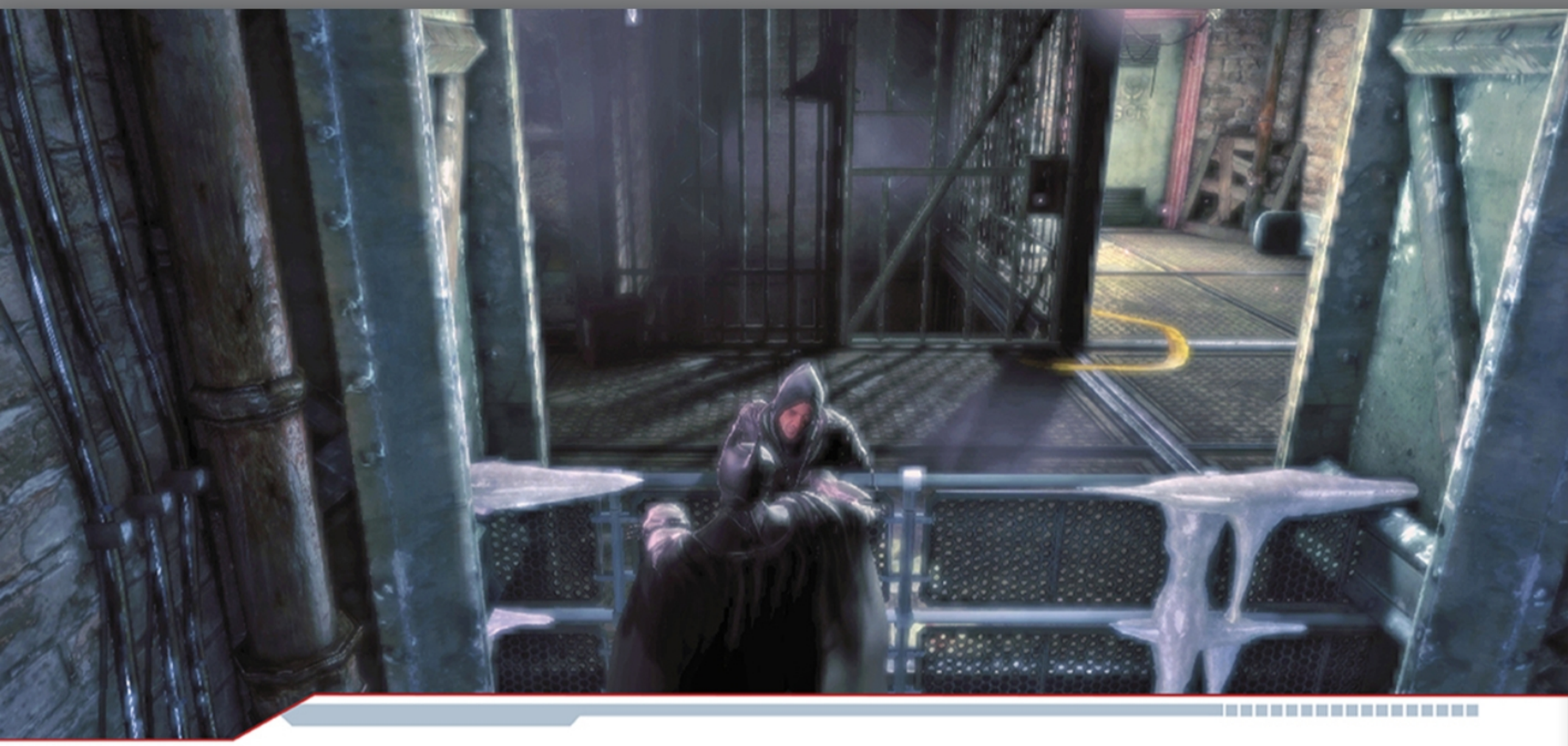
All seven districts of Gotham City and the Batcave have Batwing Drop Points, which you can select to immediately travel to that location. This allows for quick movement around the city, so that you do not have to run and grapple too far to get to your chosen destination.

OBJECTIVE MARKER

An exclamation mark icon appears on the map where your current objective is located. It is also available on your HUD's compass, so you can easily find your way to your destination. This represents your next objective in Story Mode, though you can also place markers for side missions once they become available. Pressing the Counter button on the map places a Waypoint, which you can then track on your compass.



1 START
2 Control Room
3 Exit



Grapple to the point ahead, and then on to the lookout in the corner. This places you directly above one of the thugs and his captive. Press the Crouch button to hang from the platform, then press the Counter button to perform an Inverted Takedown against the foe. Hop down and pry the vent cover off the wall in the far corner.



Crawl inside and follow it to the next room, where another hostile stands just outside the vent. Press the Counter button to perform a Grate Takedown on this enemy, saving the second hostage. Climb into another ventilation shaft to the right, and take it to a hidden room. Approach the weak portion of wall on the right, and use Detective Vision to spot a hostile just on the other side. Perform a Wooden Wall Takedown on the thug to free the third worker.





DARK KNIGHT CHALLENGES

After performing these three Takedowns, you complete the first Dark Knight Challenge in Predator. This earns you 2500 XP and unlocks the next challenge. Always check which tasks are available in the Dark Knight System, and look for opportunities like this to complete them.

One hostile remains in the tower. Turn left, and move down the hallway until you reach a dead end. The final guy is above, standing next to the edge. Hold the Grapple button to hang from the ledge, and then press the Counter button to perform a Ledge Takedown—pulling the lone gunman over the railing.

Climb up and move through the next door to reach the Control Room. Run around the corner to find a hole in the wall. Tap the Detective Vision button to use the Evidence Scanner. Place the cursor on the body inside the wall, and hold the button to scan. This identifies the victim as David Shannon.



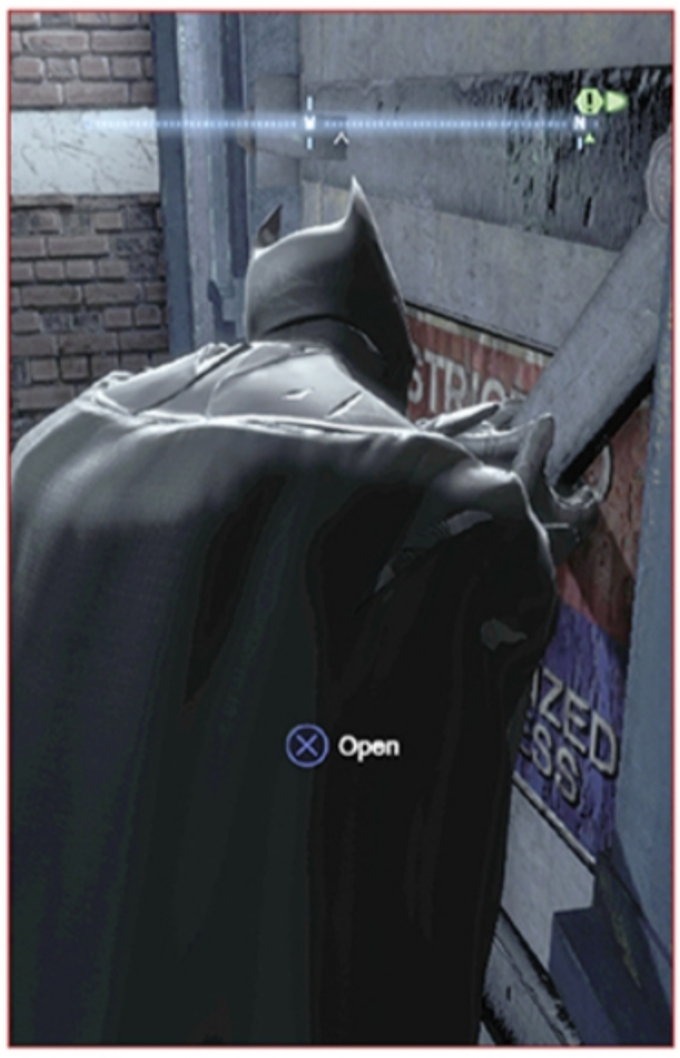
CASEFILE REPORTS

As you progress through Story Mode, Casefiles become available throughout the city. When one opens up, use your Evidence Scanner to solve the case and track down the criminal to close the report. For complete details on these cases, refer to the Casefile Reports section of this guide.



Rewind the crime scene to the beginning and carefully advance it. A red trail appears on the other side of the victim, representing the path of his keycard. Toggle the Evidence Scanner off, walk over to the vent cover, and pry it off the wall. Now you can scan in the keycard that lies inside to gain access to the Municipal Security Codes, which allow you to hack any of the network tower access panels.

Select the Cryptographic Sequencer, and target the security console. Use it to enter "UNFORTUNATE" as the password to unlock the door. Climb the ladder to reach the roof of the GCR Tower building, and enter the Coventry District. Approach the door ahead, and rapidly press the Run button to gain access to the Tower Maintenance Access.





CRYPTOGRAPHIC SEQUENCER

There are many doors and equipment in Gotham City that are protected by one of these security consoles. Your Cryptographic Sequencer allows you to hack into the network and unlock the doors or disable the equipment. Hold the Aim Gadget button, move around until a cursor appears on the console, and then press the Crouch button to pull out the gadget. A scrambled word appears on the screen, which is separated in half. The left analog stick controls the left half, and the right handles the rest. Spin the sticks around until each half creates part of a word. If the entire word is the password, then access is gained, or the next password is required. As the game progresses, this becomes tougher, with multiple word combinations used. In a few cases, three passwords are required.



GCR COMMS TOWER

The other six districts also have Comms Towers that are currently experiencing interference from Enigma's jammers. As you travel to these locations, make your way past Enigma's defenses to reach the towers and hack his jammers. With them out of the way, fast travel makes getting around Gotham City much easier. For more details on each tower, refer to the Enigma Most Wanted section.

Another security console protects the tower, so step inside and pull out the Cryptographic Sequencer. After a message from Enigma, use it to enter "NOFLYZONE" as the password. This frees up the Comms Tower in Coventry and allows you to fast travel to the district. Exit out the side gate, and climb the ladder to reach the top of the structure and enter the open world.

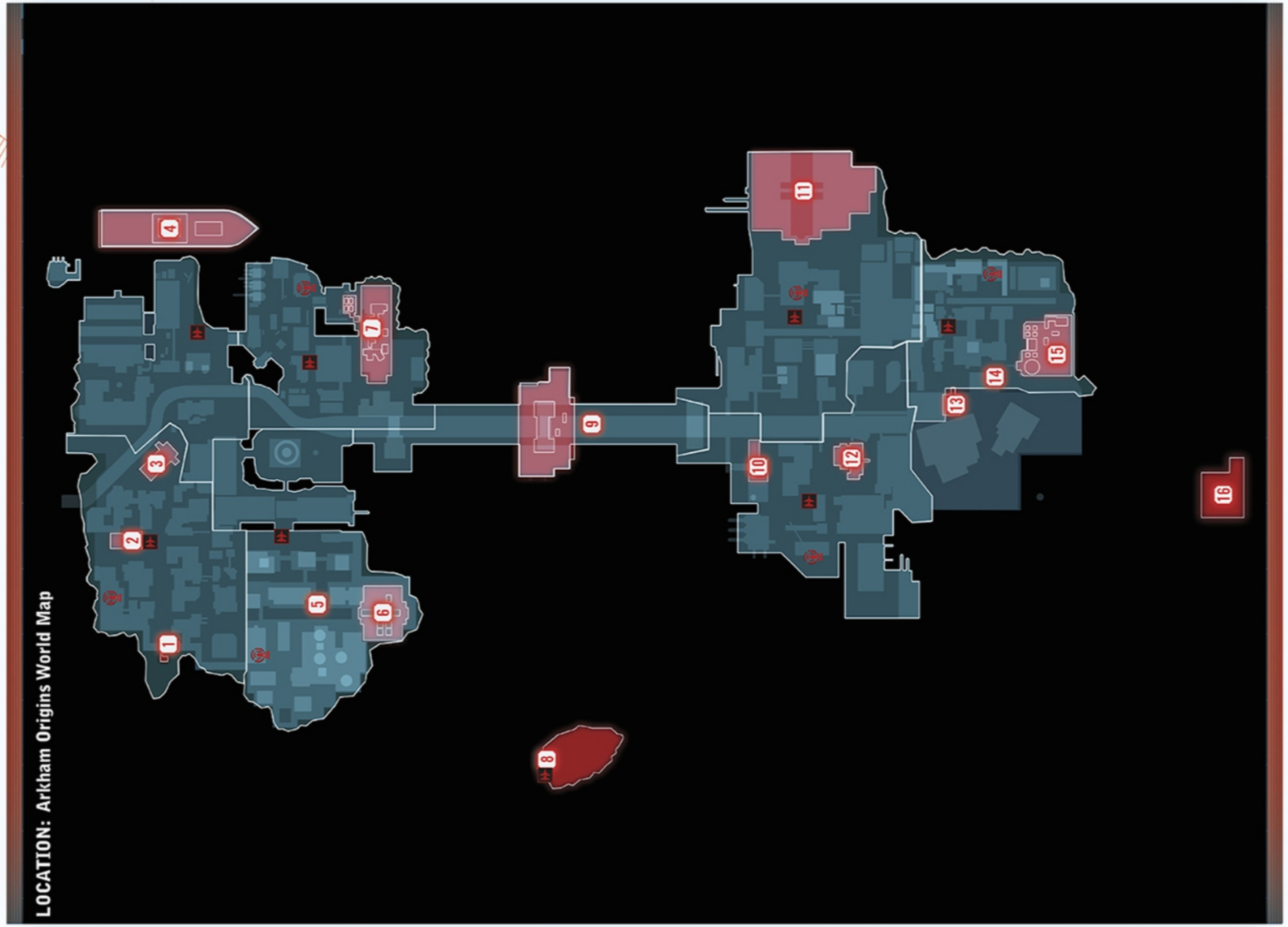


THE OPEN WORLD

Now that you have reached the open world, the game becomes less linear, and your options become greater. The objective marker still points the way to the Penguin's men, but you can also go investigate Enigma's headquarters or explore the city. Crime has increased as delinquents take advantage of Batman's preoccupation with Black Mask's bounty. Look for the Crime in Progress tracker to appear on the right side of your HUD. Use it to find the criminals around the city and stop them for extra XP. As you explore the city, eliminating thugs, finding DataPacks, and destroying Network Relays all earn you XP.



1 Bane's HQ	7 Steel Mill	13 Enigma's HQ
2 Courthouse	8 Batcave	14 Burnley Sewer Access
3 Church	9 Gotham City Pioneer's Bridge	15 Gotham City Police Department
4 Final Offer	10 My Alibi Nightclub	16 Blackgate Prison
5 Hat Shop	11 Royal Hotel	Batwing Drop Point
6 Gotham City Merchants Bank	12 Lacey Towers	GCR Comms Tower


LOCATION: Arkham Origins World Map
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TRACK DOWN THE PENGUIN



>>INTERROGATE THE PENGUIN'S ARMS DEALER

Hold the Run button as you push forward to run off the edge of the building and start gliding. Releasing the button causes Batman to drop straight down, so continue to glide as you guide Batman to the destination. By using the Grapnel Gun, Batman can travel great distances without ever touching the ground. Practice using this technique as you head north toward your destination in The Bowery. Move up the Gotham City Bridge and land just west of the Wonder Tower.



Here, you must cut through the Gotham City Light & Power building to reach the desired district. Glide down to the lower level and climb over the fence ahead to enter The Bowery. Grapple up to the rooftops and continue west until you are above the destination. Drop into the opening below to find the meeting place. Batman automatically grapples up to a vantage point, where he can overlook the exchange.



ENIGMA MOST WANTED NOW AVAILABLE



After you solve the Coventry Tower Deathtrap Casefile and hack into the Comms Tower, Enigma becomes available in the Most Wanted tab of the Mission Interface menu. There are 10 Network Relays in each district that you can destroy with a Batarang. They become visible on the map once you have brought their corresponding towers back online. The city also hosts 200 DataPacks, which unlock Enigma's Extortion Files. These are all part of his side mission; track them by selecting Enigma from the Most Wanted tab.

COMBAT ENCOUNTER

THREAT: Low — 9 Enemies

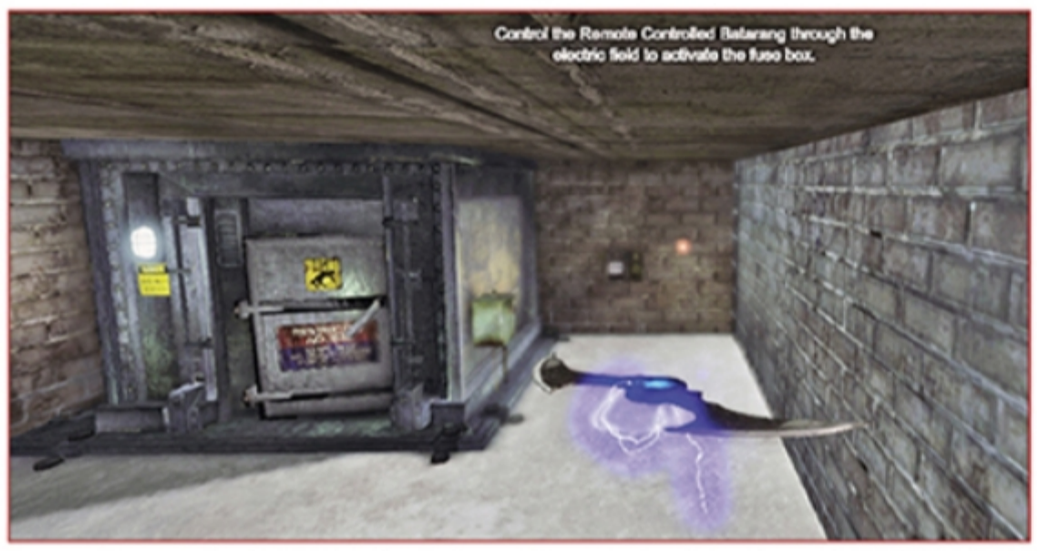
The Penguin's men arrive to make the deal. Once you gain control of Batman, target one of them, and perform a Drop Attack on him to start the beatdown. Knock out everyone in the group until only the leader in the Santa hat is left. When he surrenders, a prompt appears to interrogate him. Press the button to question him about the Penguin's location. Unfortunately, he passes out before you get an answer. When the thug revives, Batman finds his phone and rips out the SIM card.





DEACTIVATE THE JAMMING SIGNAL

A jamming signal keeps you from hacking the SIM card, so you must deal with that before continuing the Penguin hunt. This is the same interference affecting the Batwing Drop Points, so head to The Bowery Comms Tower to investigate. Head directly north and then west to find the GCR Tower.



COMBAT ENCOUNTER

THREAT: Medium — 7 Enemies

3 Melee Weapons

Land on the rooftop just east of the tower and take down the seven thugs who protect the place. Once you defeat them, you hear from Enigma. This lets you know that you have started The Bowery Comms Tower part of Enigma's side mission. Face the building to the west and notice the electrical current that runs along the bars, which blocks your entrance to the tower. Select your Remote Control Batarang, and throw it into the electricity. Then, guide it into the fuse box that hangs on the far wall.





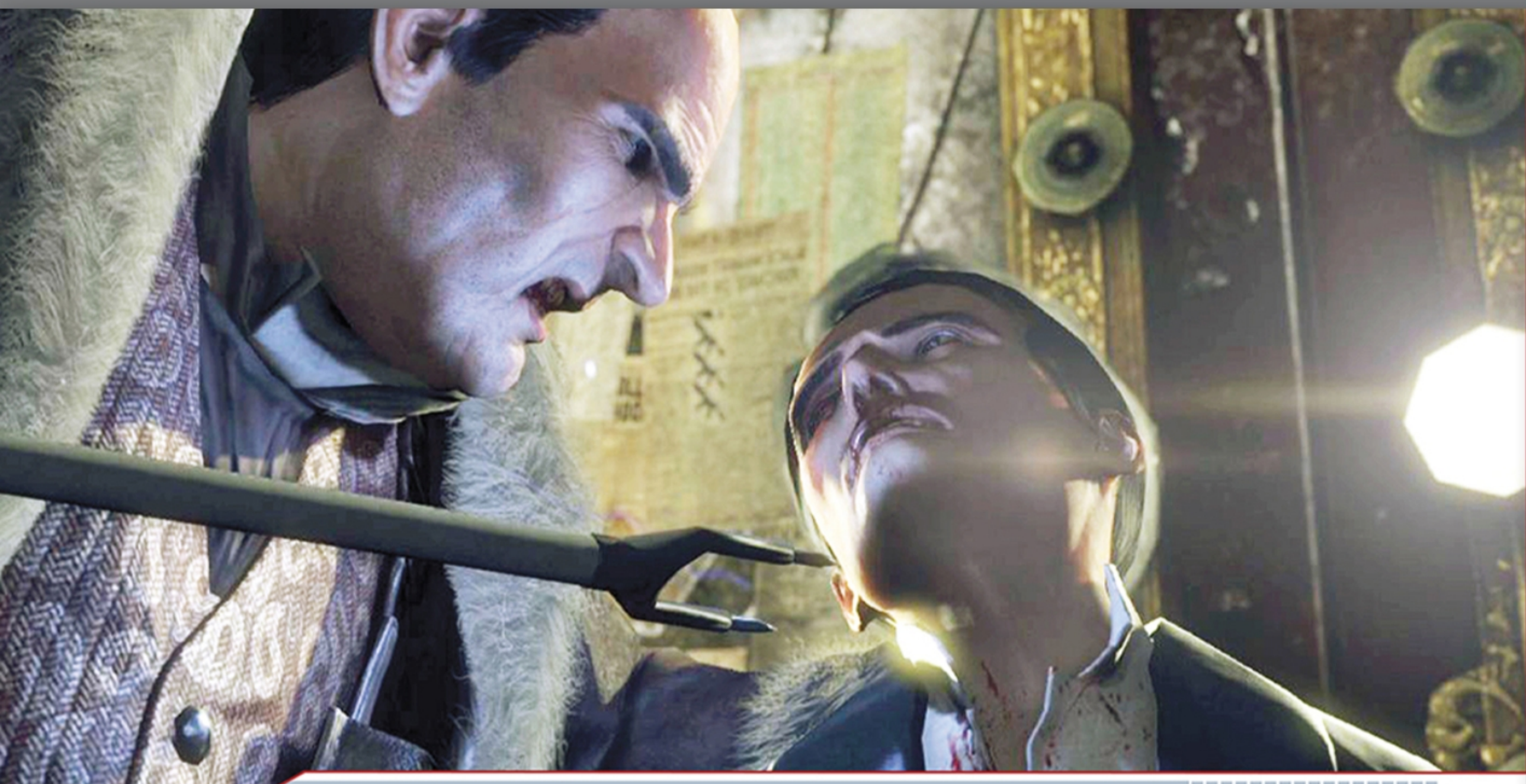
This allows Batman access inside. Approach the locked door, and pry it open by rapidly pressing the listed button. Step inside the Maintenance Access, and use the Cryptographic Sequencer to enter "KEEPOUT" as the password. After a short conversation with Enigma, exit the tower. You now have access to another Batwing Drop Point in The Bowery District. The Network Relays appear on the map, as well.



TRACK DOWN THE PENGUIN

Batman attempts to hack the SIM card again with his Cryptographic Sequencer. Move the cursor down and to the right until it is within the pulsing circle. Hold the appropriate button to decode the broadcast and listen in on a conversation between the Penguin's men. With Alfred's help, two Comm Stations are added to your map. These serve as the Penguin's personal wireless network. You must hack into them to find the villain's location.





COLLECT TWO SIM CARDS TO TRIANGULATE THE PENGUIN'S POSITION

COMBAT ENCOUNTER

THREAT: Medium

4 Melee Weapons

5 Enemies

1 Firearm

Travel northeast until you reach Amusement Mile. Find the Gotham City Casino and head to the back of the higher roof, behind the big sign. From there, you can see the first Comm Station, along with five of the Penguin's men. Take out one from above, and then focus on eliminating the rest. Once the area is secure, approach the communications device in the corner and use it to swipe the SIM card. Again, Batman automatically pulls out the Cryptographic Sequencer. Move the cursor into the circle on the left side of the screen and decode the broadcast. One down, one to go.



PREDATOR ENCOUNTER

THREAT: Very Low

3 Armed Enemies

Head south into the central Industrial District, and grapple up to the shipping crate hanging from a crane on the near north side of your next objective. This allows you to observe the three armed enemies who guard the second communications device. Wait until each one separates from the others, drop behind him, and perform a Silent Takedown. If you are spotted, drop a Smoke Pellet and quickly grapple out of the area. Move around until they lose you again. Though you can fight these guys openly, it is much safer to stay quiet. Plus, you earn more XP that way. With the area secure, use the computer to snag the second SIM card. With the SIM card inserted in the Cryptographic Sequencer, guide the cursor into the circle, and decode the broadcast. You track the Penguin down to the Final Offer, an old ship docked on the east side of Amusement Mile.





GAIN ACCESS TO THE FINAL OFFER

PREDATOR ENCOUNTER

THREAT: Low — 2 Armored Snipers

Grapple your way to the northeast, and perch on the smokestack just southwest of the Final Offer to scout out the situation. Armored snipers stand guard on the crow's nest at the front of the ship and on a cargo container to the north. Several more armed enemies roam around the deck in between. Glide over to the nest, and silently take down the first sniper. Fly over to the container that hangs from the crane, and then land behind the second sniper. Perform a Silent Takedown to eliminate the long-range threat.



PREDATOR ENCOUNTER

THREAT: High — 7 Armed Enemies

Five of the Penguin's men walk the deck with firearms, while two more guard the entrance below. Wait patiently for each thug to walk behind a cargo container, and quietly take them down. Eliminate the final two thugs down below, and enter the Final Offer through the door behind them.





1	START	5	Deck Access Corridor
2	Gun Shop	6	Theater
3	Deck 1	7	Casino
4	Boiler Deck		

TRACK DOWN THE PENGUIN

TRACK DOWN THE PENGUIN

COMBAT ENCOUNTER

THREAT: Low

2 Enemies

2 Knives

Two blade-wielding enemies wait for you inside. When one lunges at you with his knife, press away with the left stick and hold the Counter button during all three attack attempts to avoid being cut. Follow the Blade Dodge with attacks and counters as you finish off both opponents. The Penguin mentions some kind of fighting tournament that is taking place on the ship; you should look for him there.



COMBAT ENCOUNTER

THREAT: High

1 Melee Weapon

7 Enemies

2 Firearms

Go through the gate ahead and follow the hallway around to the right. Down below, you can see a deal going down in the gun shop. Continue down the steps until you are just outside that room. Open the gate, quietly approach the closest foe, then perform a Combat Takedown. Immediately, strike the second armed enemy on the left side of the room, and continue eliminating the rest of the group. Be careful: adversaries can pick up dropped firearms. Listen for a thug talking about picking one up, and take him down. With the room cleared out, approach the drone that sits in the corner to verify Batman's hunch that the first one belonged to the Penguin. Exit out the nearby door.



ENIGMA DATAPACKS

Just after entering the Final Offer, look up and to the right to find a cover that you can pull open with your Batclaw. Use the gadget again to grab the DataPack from inside. These items litter all of the interior areas of Gotham City. The Story Mode section of this guide does not discuss each one, so refer to the Most Wanted section of this guide for full details on all 200 DataPack locations. Some of these cannot be retrieved until you return with another gadget.



GUN LOCKERS

In many combat encounters, a gun locker sits along the edge of the room, providing firearm access to enemies. It takes a little time for them to unlock this container, and as they do so, an alarm goes off. Any time you hear this sound or see someone getting into the locker, aim your next attack that way. This can save your combo, since one shot is all it takes to stop it.



Move down the corridor, toward the Crew Quarters. Open the right door to enter Deck 1. Around the next corner, you reach a flooded hallway on the right, with no way to get across. Run straight ahead to jump the gap, then enter an opening on the right side. Continue to the left to find five unarmed hostiles in the next room.



COMBAT ENCOUNTER

THREAT: Medium	1 Melee Weapon
5 Enemies	1 Knife

Hop over to the pipe that juts out of the wall and carefully travel along it to the other side of the room. Leap over to the right, and enter the next room to find yourself with a nice vantage point of the thugs. With the blue bat-symbol above the nearest foe's head, press the Strike button to hit him with a Glide Kick. Keep the combo going as you eliminate the five enemies.



With the room secured, walk over to the east side and fire the Batclaw at the raft, rapidly pressing the given button to pull it your way. Hop on, and use the gadget again on the ring just ahead. This allows Batman to pull the raft that way. Once you are through the opening, look right and fire the claw at the next ring, pulling the raft in that direction. Repeat this move with another ring to the left. Now you should see a ring hanging from a platform on the left. Use the Batclaw one last time to pull the thing down, allowing you to grapple up to the next floor.



Turn right and ascend the steps to enter the Boiler Deck. Just ahead, a fight takes place as hostiles watch from the surrounding balcony. The Penguin can be heard stating that he is going to his office. Steam escapes from the pipes to the right, but it is intermittent, allowing you to slip through in between the bursts. To the right, grapple up to the next ledge and then up to a higher level on the left.





Before crossing the walkway on the left, wait for the steam escaping from a pipe above to stop, then slip by. Repeat this two more times as you move across the room. Move left, and grapple up to a high ledge. Look left, and fire the Batclaw at the cover on the wall to pull it open. Climb inside the big pipe, which leads to a large room. Drop down to the floor as the Penguin's assistant, Tracey, presents Batman's opponent, Electrocutioner.



DEFEAT ELECTROCUTIONER

COMBAT ENCOUNTER

THREAT: Extreme

15 Enemies

2 Melee Weapons

2 Knives

The Electrocutioner talks a big game as he shoots electricity out of his gloves. Once you tire of his big mouth, walk up to him, and strike him once to knock him out cold. This brings out 15 of the Penguin's men from the upper level. Take them out with strikes, counters, and Special Combo Takedowns until no one remains. Watch out for the knife-wielding enemies, and be ready to avoid their attacks with a Blade Dodge.





GAIN ACCESS TO THE PENGUIN'S OFFICE

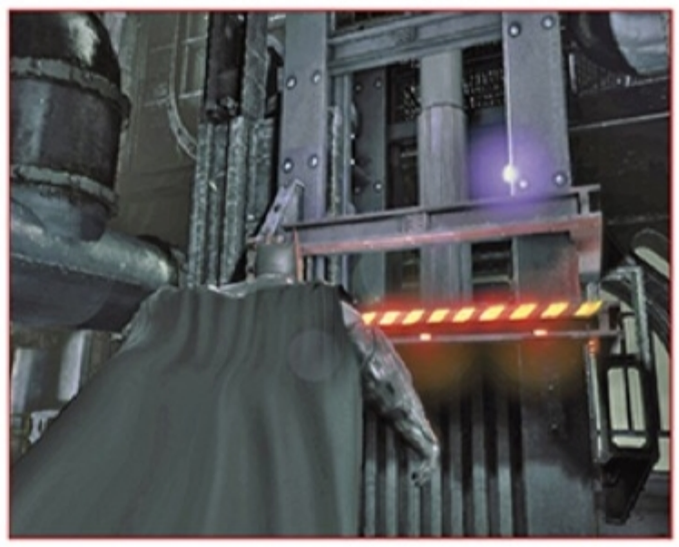
Once the room is clear, walk up to Electrocutioner's body and examine it. Exit through the northern door and climb up the steps to the right. Go through the door ahead to reach the Deck Access Corridor.



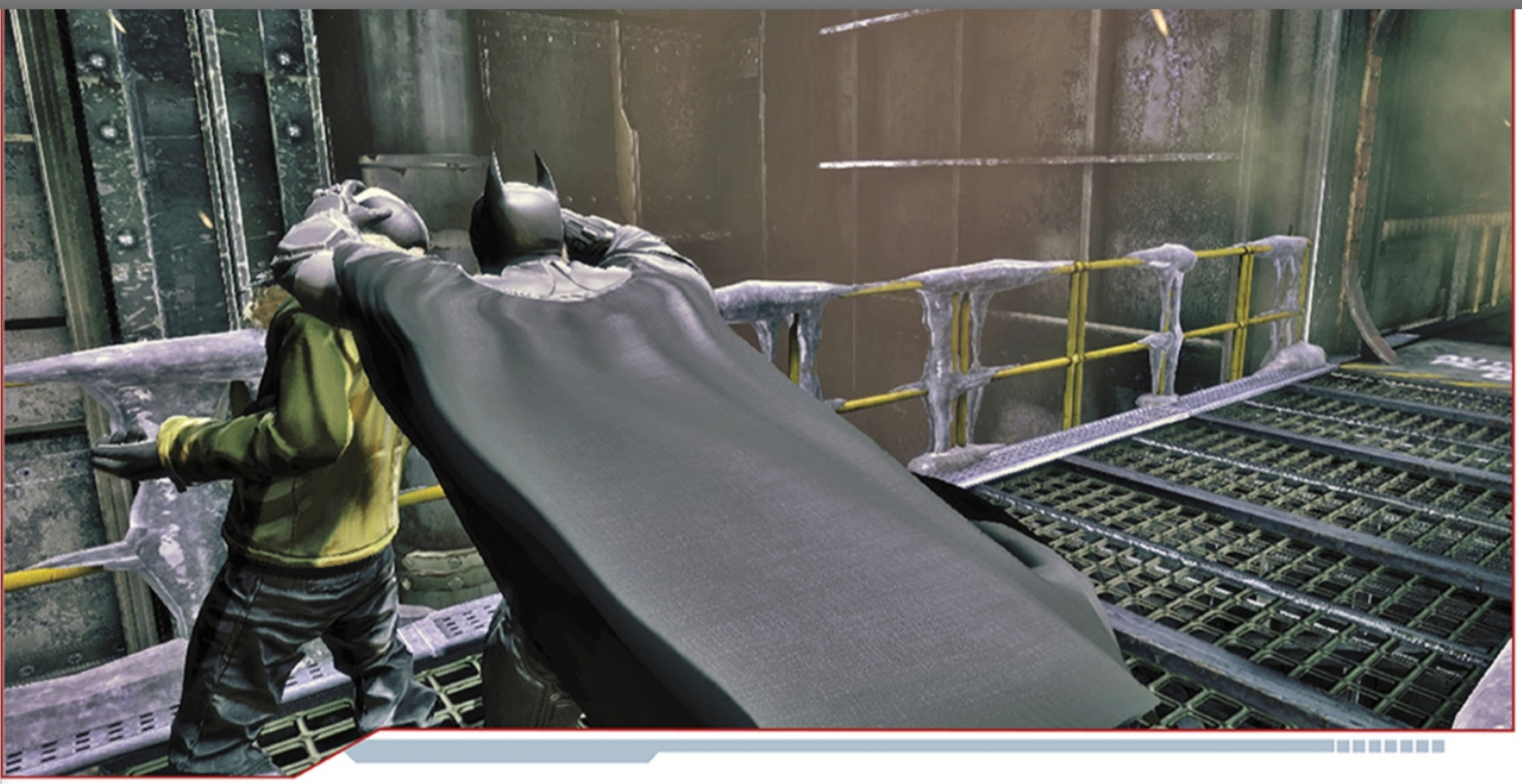
Descend the steps and hop off the ledge to the lower level. Follow the hallway to the left, jumping over the gap and sliding under the pipe. Climb the next wall by running through it, then turn left and crawl around to the right. Run and slide under the next wall to drop down to the lower level again. Approach the icy wall on the right, and spray Explosive Gel onto the surface. Detonate it, and listen to the voices coming from another room.



Grapple across the gap to the metal platform, turn to the left, and use the Grapnel Gun to reach a walkway above. Follow it around to the left and hop over to the balcony ahead. The security console next to the door is inaccessible at the moment, as you do not have the necessary security code. Turn left and run off the edge to jump over to the beam. Shimmy to the right until you cannot go any farther, and then look up and to the right to spot a ledge high above. Grapple up to it.







COMBAT ENCOUNTER

THREAT: Very Low

2 Enemies

Move to the left edge, then grapple up to another ledge up and to the left. It may be tempting to perform a Ledge Takedown on the closest foe, but climb over the rail instead. Quietly approach the two enemies from the right and eliminate them with a Double Takedown. Move ahead, up the steps, and through the door to reach the upper deck.

COMBAT ENCOUNTER

THREAT: Low

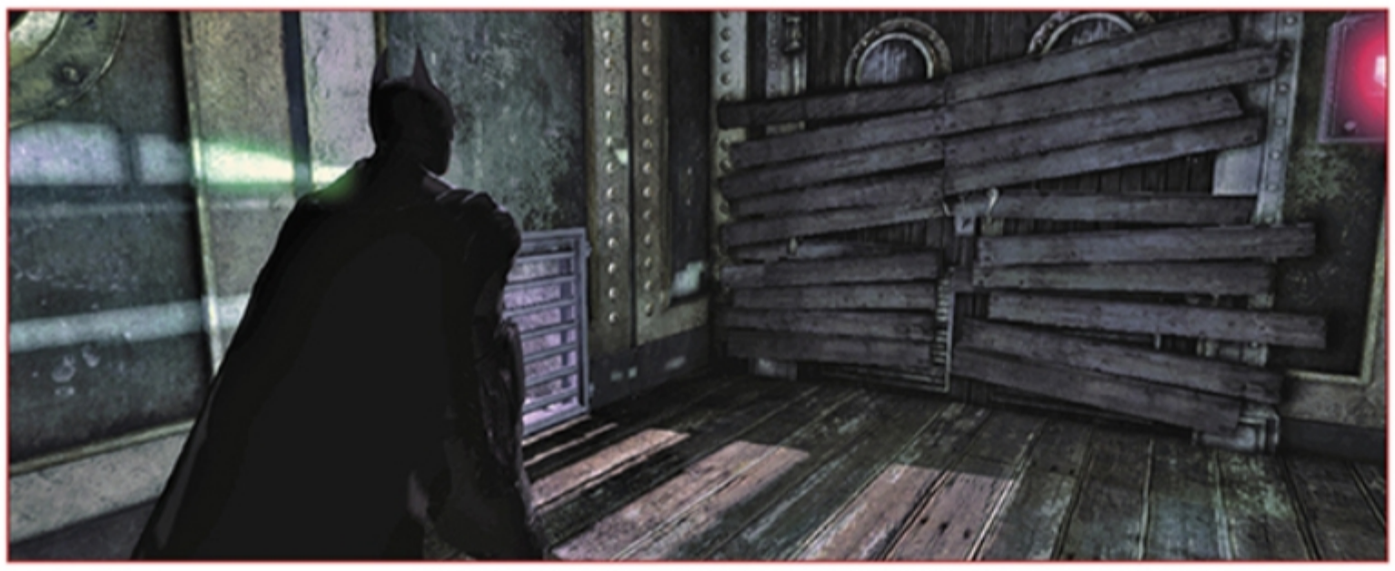
3 Enemies

1 Firearm

Use Detective Vision to spot three hostiles around the corner, including one armed foe. Toss a Remote Control Batarang, and guide it into the armed enemy to knock him down. Move in, then take all three down. Go through the gate and continue to the end of the hallway. It appears that the Electrocutioner has escaped, but Batman should be able to track him down by isolating the signal from his gloves.



Look up to the ceiling and use the Batclaw to grab the ring. Rapidly press the given button to pull it down, and grapple up to the next floor. Pry the vent cover off the left wall, then crawl inside. At the other end, kick out another cover. Follow the path left and then right to reach the bar.



COMBAT ENCOUNTER

THREAT: Low

3 Enemies

1 Firearm

Enter the double doors to reach the casino. Three of the Penguin's men discuss their job on the floor below. Wait for the armed enemy to turn around, sneak up behind him, and take him down. Continue your combo as you eliminate the other two. Batman snags another SIM card from a walkie-talkie as Tracey shows up on the second floor.



COMBAT ENCOUNTER

THREAT: Extreme

1 Armored Enemy

9 Enemies

2 Knives

Several more thugs emerge from the lower door—two carry a knife, while another is fully armored. Remember to use Blade Dodge against the former and Cape Stun against the latter. Watch out for projectiles that the Penguin's men throw your way, and counter the move to return their volleys. Be aware that the gun from the previous fight still lies on the ground. This is a tough fight, but remember that you can evade out of the way and still keep your combo going.
After you've cleared out the casino floor, Batman deciphers the Penguin's security code.





COMBAT ENCOUNTER

THREAT: High

3 Enemies

2 Firearms

The door ahead is locked tight, with three more hostiles on the other side. Go to the right corner of the room, pull the vent cover off the wall, and crawl inside. Use the Cryptographic Sequencer to hack into the console on the wall ahead, and enter "CLANDESTINE" as the password.
This unlocks the door in the casino, sending the three guys out to look for Batman. Return back through the ventilation shaft, then sneak up on the closest thug and take him down. Defeat the other two, eliminating the armed enemy first.



Enter the room where the hostiles emerged from, and use the button to call the elevator. Ride the lift up to the second floor.
As Batman approaches Tracey, she reaches for some kind of weapon. Counter the strike to lock her up. Use the Cryptographic Sequencer on another security console at Tracey's desk, and enter "MAKEADEAL" as the password to unlock the door to the theater. Dive through the nearby window to quickly return to the casino floor.

COMBAT ENCOUNTER

THREAT: Extreme

3 Enemies

1 Enforcer

1 Melee Weapon

2 Knives

Open the door to the theater before a bigger thug knocks Batman back inside. Three normal enemies are here, too. The big enemy is one of the Penguin's enforcers. Redirect his attacks, or perform a Cape Stun into a Beatdown to take him out of the fight. Clear out the room, and then proceed into the theater lobby.



ENFORCERS

Enforcers charge at Batman, picking him up along the way. When an enforcer reaches the wall, Batman is pinned against it and thrown to the ground. Watch out for the red bolts over the foe's head, which signifies that his next attack cannot be countered—whether it is this charge attack or just an attempt to grab Batman. If he manages to grab Batman, rapidly press the Run button to break free and knock him down. You can avoid this charge by redirecting the foe as you evade over his head. Performing a Cape Stun and rapidly striking at his midsection can also stop this attack. Once you are able to finish off the Beatdown attack, Batman slams the big guy to the ground, which knocks him out cold.



PREDATOR ENCOUNTER

THREAT: Medium

6 Armed Enemies

Feel free to use the Final Offer display ahead to hear more about it. Once you are ready to move on, continue straight into the theater. Here, you are presented with a Predator encounter, so immediately grapple up to a vantage point to survey the room. Six hostiles roam the big room, with one of Falcone's thugs being held hostage in the middle. Floor grates litter the room, along with weak walls that can be exploded next to a hostile. There are many ways to take down the enemies in this room, and mixing it up goes a long way in increasing the XP earned. If you immediately grapple to the best vantage point as you enter the room, you can get a quick Inverted Takedown. Eliminate all six foes, and then talk to the hostage to learn that the Penguin is dealing with Alberto Falcone. Approach the exit opposite of where you entered the theater while the Penguin attempts to persuade Falcone.





COMBAT ENCOUNTER

THREAT: Low

4 Enemies

1 Melee Weapon

1 Knife

Batman interrupts the party and gets into a fight with four of the Penguin's men. The biggest threat is the thug with a knife, so be ready with a Blade Dodge. Once they are taken care of, Batman interrogates the thug for information on Black Mask. At this point, another assassin shows up—Deathstroke.



DEATHSTROKE ATTACKS



The fight is taken into the middle of the Boiler Deck. During the fight with Deathstroke, always be ready with a counter, or at least evade if you see a strike coming. Be ready for Deathstroke to perform a few attacks in succession. Follow up a successful counter with a couple strikes to the boss.

After tossing the assassin, quick-fire the Batclaw to bring him toward you, then perform a Batclaw Slam to damage Deathstroke.



Continue to counter Deathstroke's attacks, getting in your own strikes and Batclaw Slams when the opportunities arise. Eventually, Deathstroke escapes with the use of a Smoke Pellet and performs a jump attack. Rapidly press the Counter button to fend off the series of blows. After Batman head-butts Deathstroke, perform a Beatdown on him to knock his health down a bit. This may knock the villain's helmet off, and if Batman grabs his staff, he breaks it in two. Deathstroke pulls out his sword at this point.





If Deathstroke pulls out his gun and starts firing, use the Batclaw Quickfire to interrupt him, giving you time to close in and possibly get in a Batclaw Slam. If you are too far away to use this gadget, throw down a Smoke Pellet to mask your movements.





Deathstroke carries a cool new gadget called the Remote Claw. He jumps into the air and fires it into Batman's chest. The other end is attached to a red barrel that sits on the balcony. This device brings the two together with an explosive result. Press the Counter button as it heads your way to catch it and throw it at the boss.





The tactics are the same to defeat Deathstroke when his sword is out. Counter his strikes, and get in Batclaw Slams whenever possible. His jump attack is the same as with the staff. Knock his health down with a Beatdown. Eventually, you knock Deathstroke out, but the Penguin escapes with his assistants. Before pursuing the villain, snatch the Remote Claw from the unconscious assassin.



REMOTE CLAW



A sophisticated projectile gadget that runs a line between two objects—enemies, certain items, or anchor points. Once the projectile attaches to two targets, a powerful internal reel uses the rope to pull the two targets together. This has various effects depending on which targets are chosen. It can create a tightrope between anchor points, smash adversaries together to stun them, or launch explosive objects at foes to knock them out. Aim the Remote Claw at the first object or enemy. Press the Grapple button to connect one end, and then aim at the second desired point and press the button again. If a green line appears between the two points when you first aim the gadget, simply press the Crouch button to place a cable between them.

Immediately, there is a use for your new gadget. High on the walls at each end of the Boiler Deck are anchor points. By connecting a cable between the two, you can grapple up to it and use it to reach higher levels. As you aim the Remote Claw at one of these points, a green line appears between them. This means that you can simply press the Crouch button to fire the cable. Otherwise, you must press the Grapple button at each desired point to connect the wire.



Once you are on the cable, walk to the far north end, and drop onto the balcony. There is no way into the Penguin's office, but you do learn about a murder at Lacey Towers. Defeating the Penguin must wait for another day. Right now, you need to head to the apartment building and investigate the crime. Exit the ship out the south end in pretty much the same manner as you came. When you reach the flooded corridor, use the Remote Claw to place a cable between the anchor points.

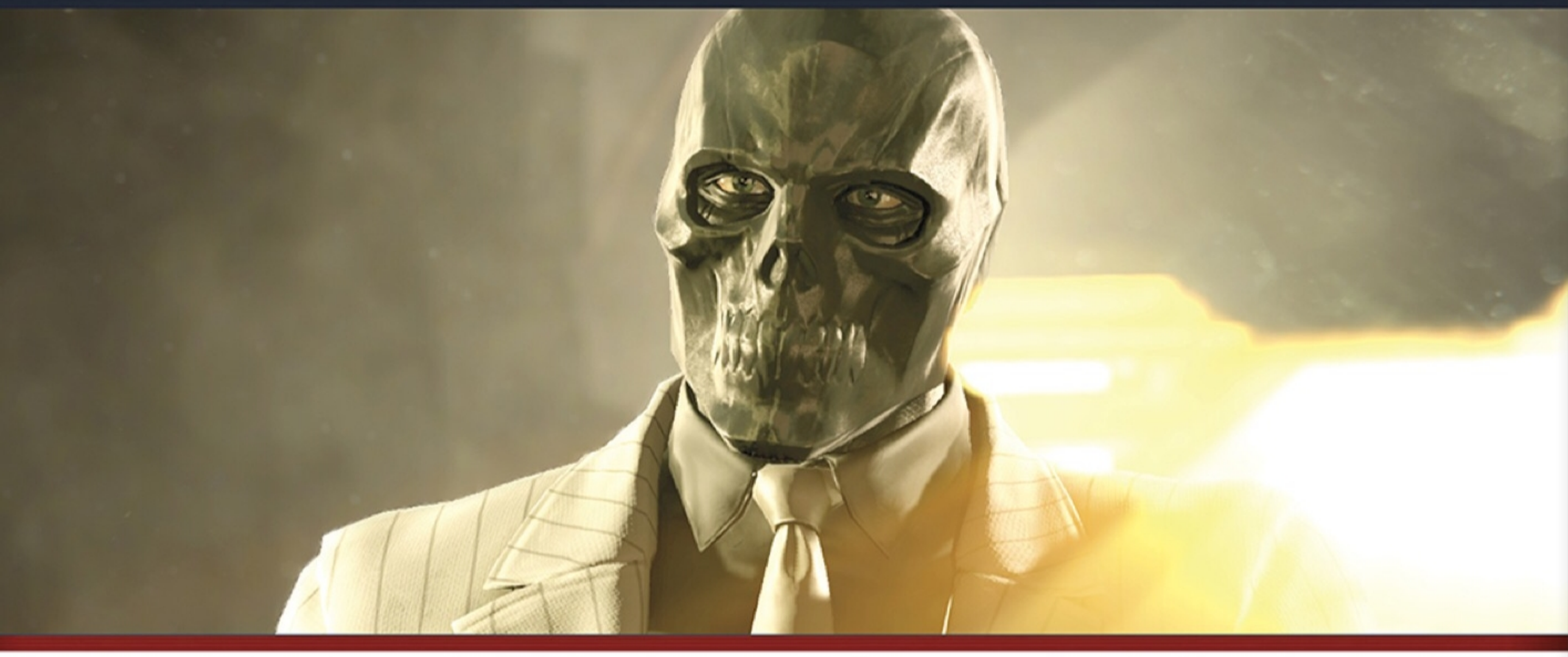


ANARKY MOST WANTED NOW AVAILABLE



As you exit the Final Offer, Anarky appears on the monitors in the Gun Shop. As the "voice of the people," he announces himself to Gotham City and declares that he will take care of the city's problems. Listen to his plea on the main deck of the ship to get things started. Refer to the Most Wanted section of this guide for full details.

INVESTIGATE THE NEW VILLAIN



>>SOLVE THE CRIME SCENE INSIDE LACEY TOWERS

COMBAT ENCOUNTER

THREAT: Low

3 Enemies

1 Melee Weapon

1 Firearm

COMBAT ENCOUNTER

THREAT: Very Low

2 Enemies

Lacey Towers is located in Coventry, so access the map and select the Batwing Drop Point in that district. Alfred has notified Batman that the police found Black Mask murdered inside an apartment there. Travel south a short distance to find the apartment building and land on the rooftop just to the west, where the police have set up a mobile satellite dish. Three SWAT members patrol the roof and attack Batman as soon as he appears. Take them down, then use the Cryptographic Sequencer to hack into their network. Place the cursor inside the circle to decrypt the signal.



From there, Batman spots a balcony that can be used to gain access to the crime scene. Grapple over to that location, but do not climb over the railing. Shimmy around until Batman is directly below the two SWAT guards, and perform a Double Ledge Takedown to eliminate them. Enter the door behind them to access Lacey Towers.



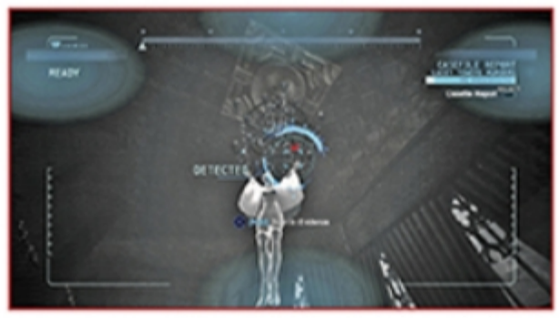




1 To Coventry District

2 Sionis' Safehouse

Move down the hallway to the right, and enter the door in the far corner to find Sionis' Safehouse. The crime scene is located in the living room. The police believe that the Penguin murdered Black Mask, but why would he send Batman to the scene? It is time to use the Evidence Scanner to reconstruct the crime and find out what really happened.



Toggle the Evidence Scanner on, and find the body next to the steps. Scan the evidence in to discover that the crime occurred days ago, and identifying the victim is difficult due to fire damage. Next, look up to the chandelier in the middle of the room to find Sionis' girlfriend. Scan her left hand to confirm her identity by her fingerprints.

Find a marking in the middle of the room and scan it in to reconstruct the scene. You learn that a Molotov cocktail was tossed into the room. Return to the male victim's body, then use the Evidence Scanner to reconstruct more of the crime. It looks like the killer sat in a chair as he shot him. Scan the female victim one more time to discover that the killer was on the ground when he shot her.





Next, move over to the short wall near the first body and scan the fingerprints. This suggests the Penguin was present, but after the fact. Scan in a nearby scrape on the rug to find out that the male victim was dragged from his original location.

In the middle of the room, next to the broken desk, scan in the DNA to recreate more of the crime. Someone entered through the sliding glass door and startled whoever sat at the desk. Rewind the scene and play it back. Keep an eye out for a red trail. Follow this line to the entry point and scan in the fabric swatch that was left behind.



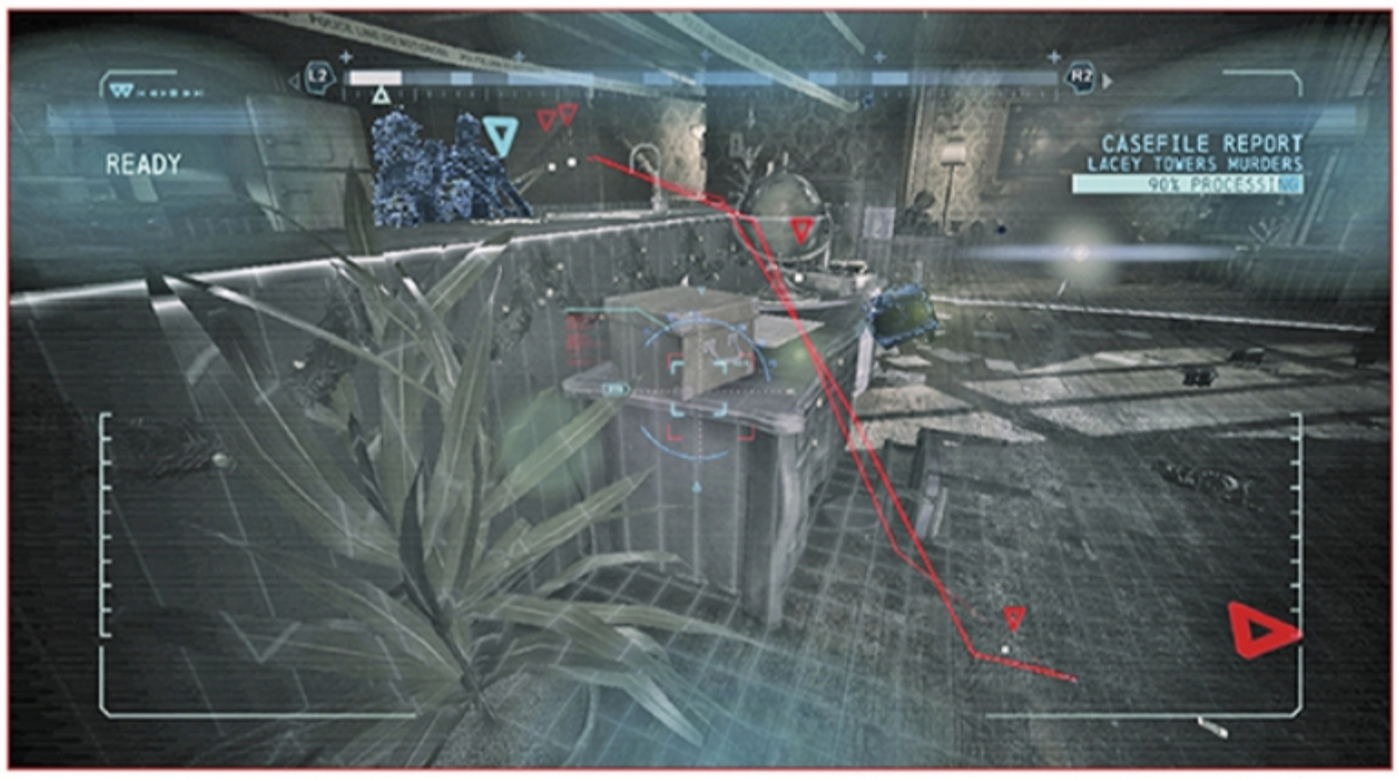
COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

1 Shield

Go into the kitchen and look to the right of the sink to find more DNA. Scan it in to learn it is from the female victim. Rewind this part of the crime, then play it back. Watch the red trail that follows the object she was messing with. Her phone is located in the living room and holds key evidence. Scanning it in closes the case but gives you more to investigate. Leave the apartment building the way you came in.

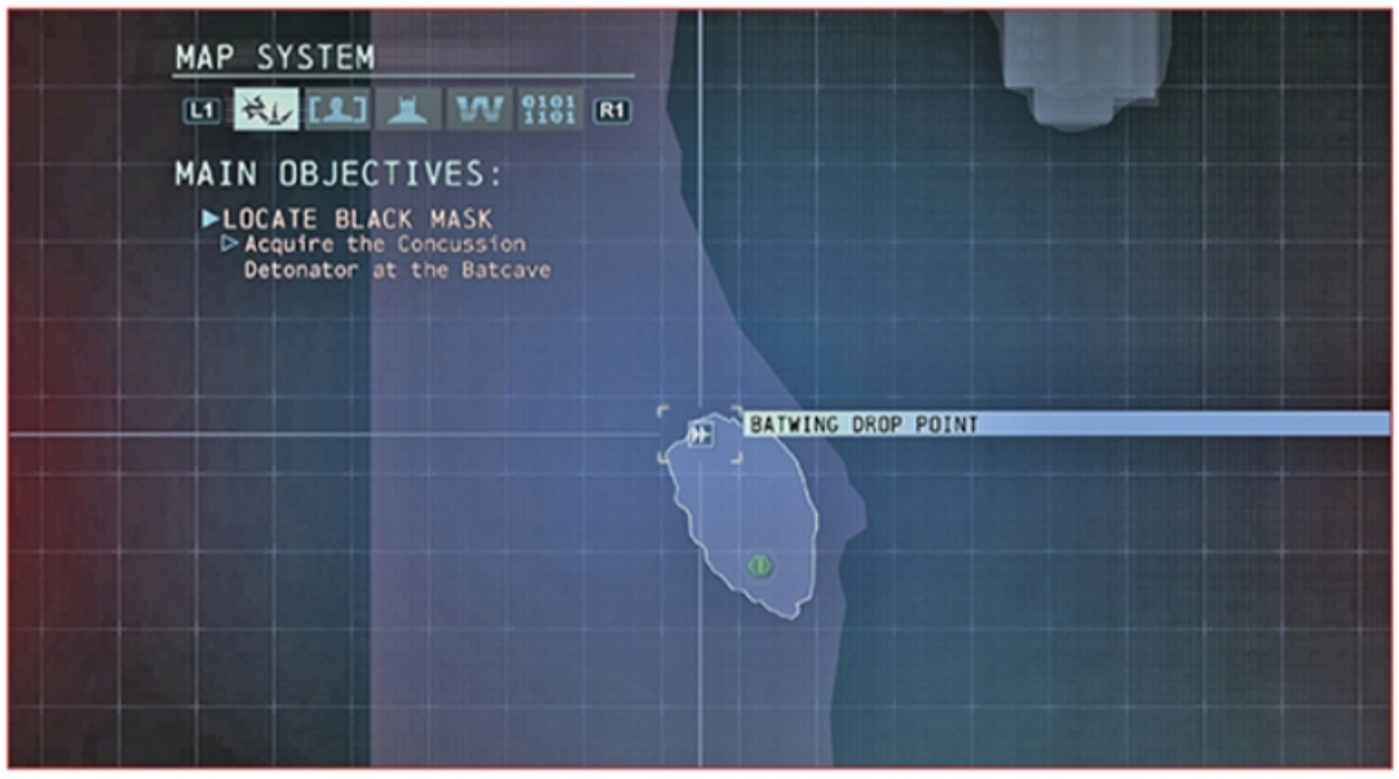


ACQUIRE THE CONCUSSION DETONATOR AT THE BATCAVE

Next to the exit, a SWAT member stands guard with a shield. Normal strikes are no use against this protection. Watch out for his shield bash, since it cannot be countered. Hit him with a Cape Stun, then press the Run button twice to perform an Aerial Attack. Finish him off with a Ground Takedown.



In order to find out who else was at Lacey Towers, Batman must break into the Gotham City Police Department and hack into their computer network. Follow Alfred's suggestion, and fast travel back to the Batcave.



Walk past the Batcomputer and descend the next set of stairs to find the workbench on your left. Grab the Concussion Detonator off the table, then head back upstairs. Talk to Alfred for easy XP, and then return to the Batwing. GCPD is located on the south side of Burnley. Select the Coventry Batwing Drop Point and travel southeast to the desired district.



CONCUSSION DETONATOR

A non-lethal explosive munition designed for crowd control scenarios, this tool blinds and confuses anyone caught in the blast radius. Throw a small explosive that adheres to your target. After a few seconds, it detonates, creating a powerful blast that can blind and confuse nearby enemies, diminishing their effectiveness and making them a hazard to one another. It's an excellent crowd control device. Quick-fire the Concussion Detonator by pressing the Aim Gadget button + Cape Stun button during combat.

ACCESS THE GCPD SERVERS

Now that you have the Remote Claw, you can hack into the Burnley Comms Tower. Continue to the police station to the far south. Since Loeb's death, extra guards have been stationed at all police precincts, so finding a way to sneak in may prove tricky.



GAIN ACCESS TO THE GCPD VIA THE ROOFTOP

PREDATOR ENCOUNTER

THREAT: Low

6 Armed Enemies

2 Snipers

1. Interrogation Room
2. SWAT Division
3. Manager's Office
4. Locker Room
5. SWAT-Storage Room
6. SWAT-Manager's Office
7. GCPD-Bullpen
8. Shooting Range
9. GCPD-Investigations
10. Rooftop Maintenance
11. Infirmary
12. Holding Cells
13. Evidence Locker
14. Derelict Elevator Shaft
15. Server Room
16. Basement Access
17. Morgue



Grapple up to one of the vantage points that surrounds the center tower of the GCPD and move around to the back side. Several armed guards patrol the rooftop, including two snipers on the platform below. Quietly drop behind him, perform a Silent Takedown, and return to your perch. Over to the right, a lone officer walks the helipad. Take him down silently.

Remove the two guards who patrol to the left, then grapple to the top of the roof access in the southwest corner of the building. Only the two men who guard the door remain. Use your Remote Claw to knock them both out, and then hit them with Ground Takedowns. Now you can enter the building to reach Rooftop Maintenance.



Descend the steps and place Explosive Gel on the weak brick wall of the elevator shaft. Detonate it, then climb inside. You hear two officers below, but they are inside the elevator car. Hop to the lift, and ride it down. Climb up the ledges to the right and walk through the access area that runs alongside the GCPD bullpen.



COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

Pry the vent cover off the wall ahead and crawl inside. As you move through the ventilation, you can see James Gordon talking to his men about the assassins who are in town. As you reach the SWAT storage room, a lone officer stands just outside of the vent. Hit the officer with a Vent Takedown. At this point, Alfred marks the location of the GCPD server room on your map.



COMBAT ENCOUNTER

THREAT: Very Low

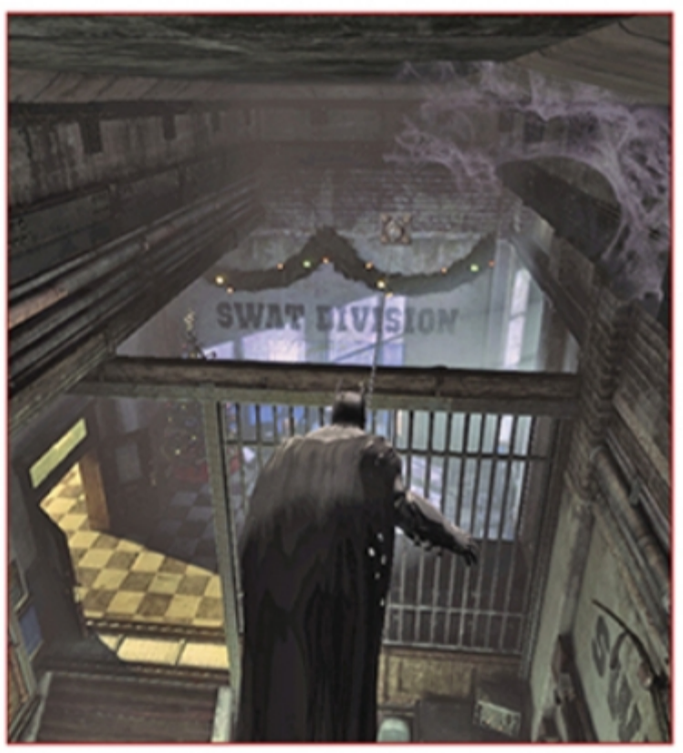
3 Enemies

Through the door on the right, you reach the manager's office. Crouch down and move over to the open door, and snap to cover. There are 22 hostiles nearby, but only three occupy the next room, and they all have their backs turned. Sneak up behind them, take two of them out with a Double Takedown, and counter the third foe's strike.



The far right door leads to the locker room and is inaccessible at the moment, as it requires a gadget that you haven't found yet. Instead, look above the next door to the left to spot another vent cover. Use your Batclaw to pull it off, and grapple up to it. This takes you to the conference room, where many of the SWAT officers are meeting. Instead of trying to take them all on, use the Remote Claw to span a cable across the two anchor points ahead. Walk the tightrope to the next room and silently drop to the ground.





COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

Perform a Silent Takedown against the officer at the vending machine ahead. Approach the door to the right after the potential threat has been removed. Use the Cryptographic Sequencer to enter "SERVEPROTECT" as the password, then open the door to reach the SWAT Division.



COMBAT ENCOUNTER

THREAT: Low

4 Enemies

Four SWAT officers hang out at the intersection ahead. Locate the fire extinguisher on a wall nearby, then pull out the Remote Claw and attach one end to the extinguisher. Target one of the middle enemies and place the other end of the cable there. This reels the object into the foes, causing a smoke screen. Move in and take them all down with one long combo.



COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

Enter the door to the north to reach the interrogation room. Approach the two-way mirror on the left, and then perform a Window Takedown against the cop on the other side. Hop into the room in order to interrogate Ricky Leblanc, who begs for more abuse from Batman. He tells you about a new gadget called the Disruptor.



COMBAT ENCOUNTER

THREAT: Medium

6 Enemies

1 Armored Enemy

1 Melee Weapon

Exit back out to the SWAT Division through the left door, then turn right. Grapple up to the beam above the door ahead and observe the seven hostiles in the next room. Knock one down with a Glide Kick and continue the combo through the entire group. Once the room is secured, approach the boarded-up window, just left of the reception desk. Spray Explosive Gel on the wall, detonate it, and hop inside.





COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

Exit out the other door, go down the hall, and enter the double doors to reach Locker Room. Sneak around to the left to find a lone officer. Silently take him down, then pull the vent cover off the far wall. Drop inside and follow the access to the right until you reach the end. To the right, you observe Captain Gordon talking to his niece. Knock the vent cover off and step into the next room.





PREDATOR ENCOUNTER

THREAT: Extreme — 8 Armed Enemies

1 Heartbeat Monitor

Grapple up to the level above, then climb the ladder to reach Maintenance Access. Step out onto the vantage point that overlooks the bullpen to see eight armed hostiles patrolling the floor below. Luckily, you have many ways to dispose of them. Floor grates allow for takedowns from below and walls break up the area into small offices. These walls allow for out-of-the-way Silent Takedowns. Anchor points hang from the pillars, so you can string up cables to create more exit routes after taking each foe out. Look around for red explosives, which you can attach to unsuspecting cops with the Remote Claw.



COMBAT ENCOUNTER

THREAT: Very Low — 2 Enemies



Walk over to the door at the end of the bullpen and use the Cryptographic Sequencer on the security console. Enter "PEACEOFFICER" to gain access to GCPD Investigations. Quietly approach the two cops ahead and defeat them with a Double Takedown. Proceed through the next door to find the server room. Unfortunately, a jammer interferes with hacking its security console.

ACQUIRE THE DISRUPTOR AT THE EVIDENCE LOCKER

COMBAT ENCOUNTER

THREAT: Low — 2 Enemies

1 Shield

Turn left, and enter the Basement Access to run into two police officers. Use an Aerial Attack to knock out the one with a shield, and then eliminate the other cop. Once you've defeated them, hack the security console ahead with the password "GOTHAMDEFENDERS," and drop into the elevator shaft. Follow the Cell Block Access all the way around to the left, but do not enter the holding cells yet. Look for a chance to grapple to the balcony above. From here, you observe a group of cops talking to one of the prisoners.



COMBAT ENCOUNTER

THREAT: High	1 Armored Enemy
5 Enemies	1 Firearm

Aim at one of the cops, and throw a Concussion Detonator. This gives you time to swoop down and get in some free strikes before they revive. Concentrate on taking out the armored officer first, then eliminate the rest. Approach the east gate and use the button to open it up.



The next door leads to the Infirmary. Move to the opposite corner, where the elevator has been sealed up with concrete. Place Explosive Gel on this wall and detonate it to gain access to the derelict elevator shaft. Steam leaks block the routes to the right and left, so you must go up. Grapple to a small platform high above, and then look up to find a couple of anchor points. Fire the Remote Claw to place a cable between them, then grapple up to it.







Walk a tightrope into the ventilation shaft at the end of the cable to access the evidence locker. In the opposite corner, grab the Disruptor off of the desk. Drop back down the elevator shaft, then return to the holding cells. The gate is locked and the switch is on the other side. Fortunately, you can hack a security console sitting on this side, but a jammer interferes with your gadget. Pull out the Disruptor, and use it to disable the jammer that hangs above the console. Then, use the Cryptographic Sequencer to enter "LOCKDOWN" as the password, opening the gate.





DISRUPTOR

A broad-spectrum design in a collapsible carbine form, this device remotely disables technologies such as security systems, enemy firearms, and jammer devices. Enemies are not alerted to firearm disruption until they attempt to fire their weapon. You can also use this gadget to disable automatic sentry guns. Two consecutive uses of the Disruptor trigger a cooldown period due to excessive heat output. You can also grab upgrades to disable PA systems and mines, too. Hold the Aim Gadget and Crouch buttons while targeting a device to disable it.

COMBAT ENCOUNTER

THREAT: Extreme	1 Venom User
12 Enemies	2 Melee Weapons
1 Armored Enemy	3 Knives

The prisoners have escaped their cells and are currently beating up the guards. Step inside to eliminate the threat. Watch out for the Venom User, who is stronger than most and has a grab attack. This is a tough fight, with a variety of enemies. If you get into trouble, remember that you can evade and still keep the combo going. Once the room is secure, continue on to the server room.



VENOM USERS

This enemy is hopped up on Venom, a narcotic, and is stronger than the typical thug. Red marks above his head signify that the upcoming attack cannot be countered. He grabs Batman as another thug proceeds to pound on him. Rapidly press the Run button to escape this grappling attack, and knock both foes away. You can avoid his grab attack by evading over his head. He also employs a regular strike that can be countered. Complete a Beatdown or perform a Special Combo Takedown to pull out the hose from his back, devolving him to just a normal thug.



Use your Disruptor to disable the jammer next to the server room door, and then pull out the Cryptographic Sequencer. Use it to enter "AUTHORIZEDONLY" as the password, then proceed inside. Here, you encounter Barbara Gordon. She directs you to the National Criminal Database and then discusses your next destination: the sewers that run below the building.



ESCAPE THE GCPD

COMBAT ENCOUNTER

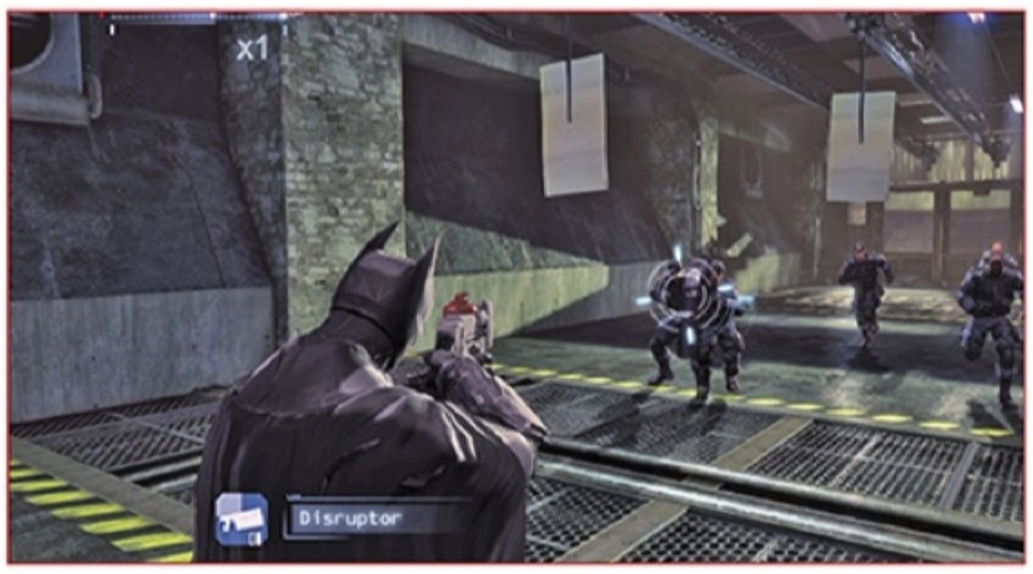
THREAT: High

6 Enemies

2 Firearms

1 Shield

The police bust into the server room, but fortunately, there is a way out the back. Pry the vent cover off the wall ahead and crawl inside. Follow it all the way to the shooting range, and bust out another vent cover. Six cops approach from the other side of the range. Select the Disruptor, and step out from behind cover. Disable both firearms with the device, and then proceed to beat the entire group down. Use the nearby button to exit the room at the other end.



COMBAT ENCOUNTER

THREAT: Medium

3 Enemies

3 Firearms

Run to the left and up the steps. There, you find an exit, but it is locked with another security console. Enter "LOCKANDLOAD" with the Cryptographic Sequencer and open the door. This puts you back into Investigations. Move into the bullpen, and then enter the elevator as it opens to the right. This takes you back up to the Rooftop Maintenance, where you run into the Captain. When given the opportunity, drop the Smoke Pellet, then eliminate the three police officers during the ensuing confusion. Exit to the GCPD roof and perform a Double Takedown on the unsuspecting guards ahead.





THE PENGUIN MOST WANTED NOW AVAILABLE

As you move away from GCPD, Barbara Gordon hacks into Batman's comms system—asking for a favor. Evidence crates have gone missing from the precinct. She gives you the locations of six arms crates, which you must destroy with the Disruptor. For full details, refer to the Most Wanted chapter of this guide.

ACCESS THE SEWERS BENEATH GCPD



1. Burnley Sewers
2. To GCPD-Derelict Elevator Shaft
3. To Western Burnley
4. GCPD Telecom Room
5. Sewers-Water Treatment
6. Sewers-Water Treatment
7. To Northeast Burnley
8. Burnley Sewers-West
9. GCPD

Head northeast to the objective marker, and dive underneath the tracks to find an open gate, which leads to an alley. Knock out any cops who get in your way, and then proceed to the manhole cover to the north. Drop inside to enter Burnley Sewers—West.



UPLINK THE NATIONAL CRIMINAL DATABASE TO THE BATCOMPUTER

COMBAT ENCOUNTER

THREAT: Extreme

9 Enemies

2 Martial Artists

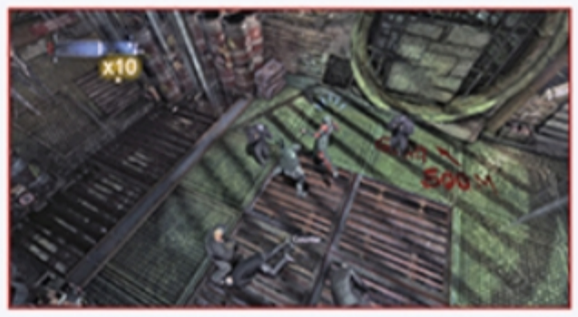
Turn left at the intersection, duck under the gate, and move to the end of the walkway to find Black Mask's men, including two martial artists. Target one of these guys with a Glide Kick, and knock him down. Take out the rest of the group with plenty of counters, strikes, and various takedowns. With the area secured, place Explosive Gel on the wooden boards to the right, detonate it, and proceed down the corridor.





MARTIAL ARTIST

These guys are well-trained in the martial arts. They possess the ability to strike three times in succession and counter your strikes. When they attack, be ready to counter three moves before going after them. Hitting them with Cape Stuns is also an effective strategy.

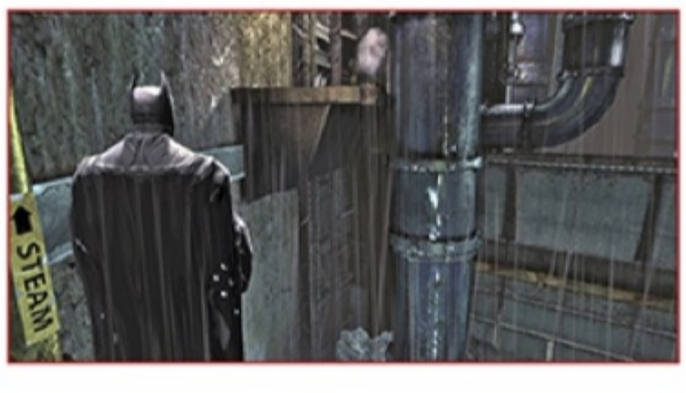


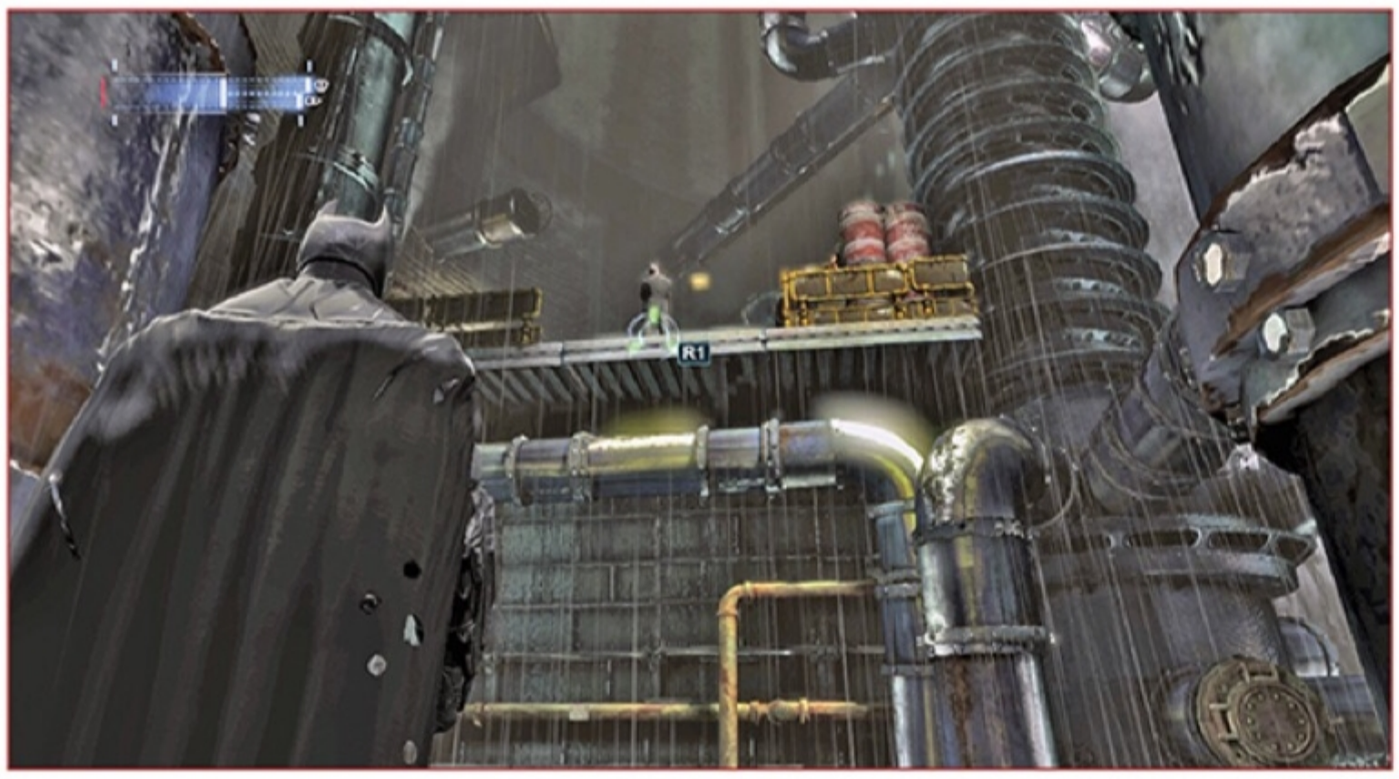
COMBAT ENCOUNTER

THREAT: Very Low

2 Enemies

Cross the bridge and enter the door ahead to reach the water treatment area. Look up to the left to spot a walkway that runs along the perimeter of the room. Grapple over to it and jump across the gap, then pause to avoid the steam. Move past the leak when it subsides and turn right when you reach the end. A Black Mask mobster stands guard at the platform ahead. Hold the Grapple button to travel that way and hang from the ledge. Pull him off with a Ledge Takedown, then climb up. Alternately, you could take him out with a Grapnel Accelerator Takedown, but that attracts the other thug's attention. Eliminate the second thug with a takedown or a counter if he notices you.





Grapple over to the narrow beam along the outer wall, then shimmy over to the walkway on the right. Wait for the steam to subside, and then continue into the doorway on the left. Just ahead is a console with a red button. Water flows from above, and steam escapes from a pipe ahead. Both of these impede your progress, so push the button to stop the water, then use the Batclaw to pull open the pipe cover ahead to release the vapors.



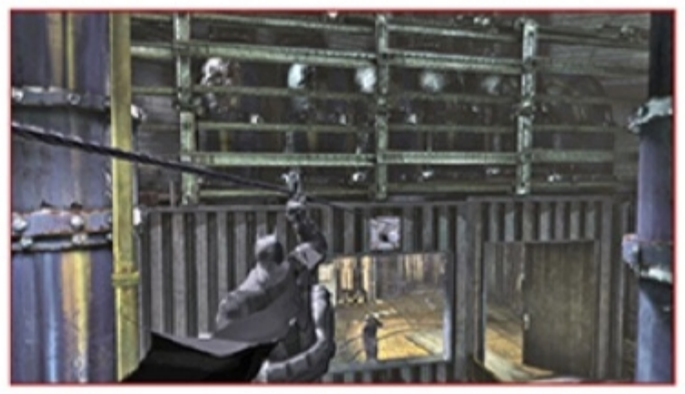
COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

Pull out the Remote Claw and place a high-tension cable between the anchor point just outside the window and another on the wall above the mobster ahead. Grapple up to the wire to have Batman automatically zipline through the window, taking down the enemy in the process. Exit the room to the right and use the Cryptographic Sequencer on the security console. Enter "PUMPACCESS" as the password to open a gate ahead that leads into another section of the sewers.





COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

Climb onto the rail, then glide in the lone foe's direction. When the Glide Kick option comes up, use it to knock the mobster down, and then use a Ground Takedown to finish him off. The door at the end of the hall leads to the GCPD Telecom Room. Cut through the room and move to the end of the walkway on the right.



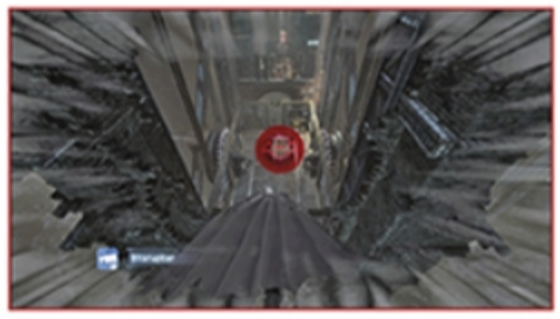
COMBAT ENCOUNTER

THREAT: High

1 Armored Enemy

5 Enemies

1 Martial Artist



Seven Black Mask mobsters hang out in the big elevator to the left. The middle guy is a martial artist and the front one is fully armored. Target the martial artist and take him down as you initiate a fight with the group. Once you've cleared out the elevator, use the button to activate it.



COMBAT ENCOUNTER

THREAT: Extreme

1 Enforcer

2 Enemies

2 Martial Artists

1 Firearm

When the elevator comes to a stop, step through the hole in the wall to find another group of Black Mask's men. This time, you see an Enforcer, two martial artists, and a couple thugs. Knock out the armed enemy when you hear him fire his gun. Then, to simplify the fight, use Special Combo Takedowns on the martial artists once they become available, while evading the Enforcer. Clear out the room, and then approach the monitors on the west side. Use the Telecom Server to set up a connection to the National Criminal Database.

After discussing the Lacey Towers case with Alfred, Batman has found his next destination: Gotham City Merchant's Bank. Exit out the door on the right.





FOLLOW HIS TRAIL



>>APPREHEND THE SUSPECT

ACCESS THE GOTHAM CITY MERCHANT'S BANK



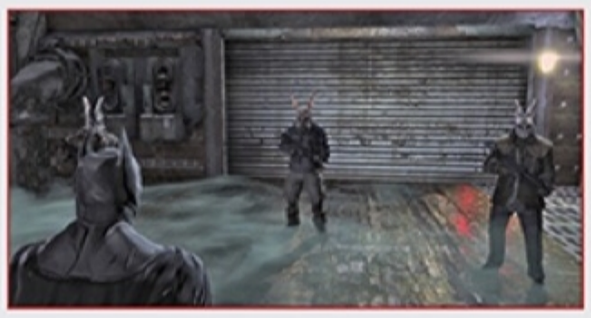
Solving the Lacey Towers murder leads Batman to Gotham City Merchant's Bank in The Bowery. Head right and climb the ladder to exit the Burnley Sewers. Step up to the security console on the right wall and enter "HATSHOP" as the password to return to the open world. Once you are ready to move ahead in the story, select the Batwing Drop Point in The Bowery.

Travel along the buildings to the south, then grapple up to the bank's rooftop on the west side. The door to the roof access is locked, so run around to the backside to find a weak section of the wall. Place Explosive Gel on it and blow it open. Enter the hatch inside to access the Gotham City Merchant's Bank.



MAD HATTER MOST WANTED NOW AVAILABLE

After exiting the Burnley Sewers, Batman is greeted by three criminals in bunny masks. Along with the Mad Hatter, they invite him to a party at the Hat Shop in The Bowery. This begins a side mission. Refer to the Most Wanted chapter in this guide for more information.



JEZEBEL PLAZA FALL CASEFILE



As you near Jezebel Plaza, you learn of a victim who died after falling from a nearby building. The location appears on your map with a magnifying glass icon. This starts a string of cases that you can solve on the side for extra XP. For information on all of the cases that you can solve around Gotham City, see the Casefiles chapter of this guide.

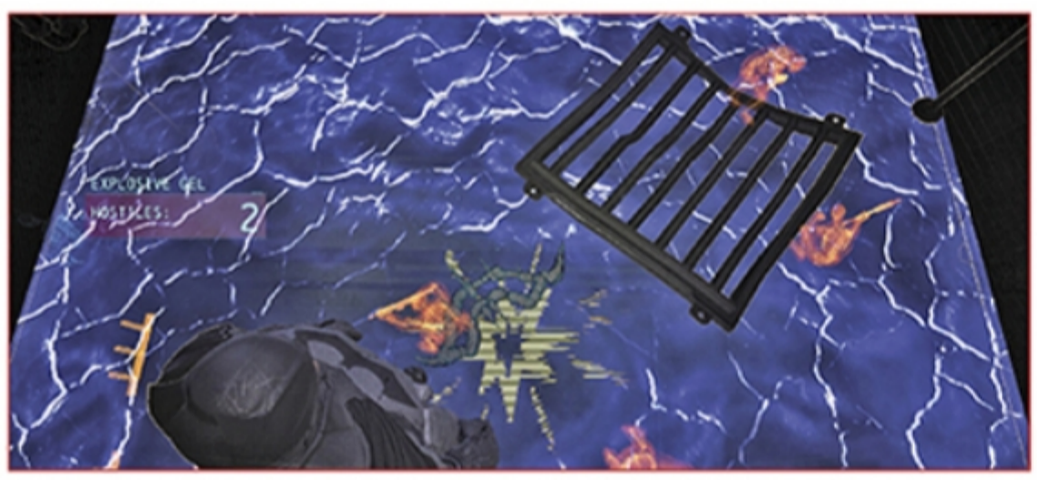
This puts you behind the clock. The Bank Access is to the right, with a security console protecting it from unwanted entry. A jammer above the door interferes with your Cryptographic Sequencer, so use the Disruptor to disable it. Now, you can enter "OPENSESAME" as the password and access the bank.





Bodies are strewn all around the bank, so proceed cautiously. Glide over to the left walkway, then run to the far end of the room. Using Detective Vision, you can see that there are six armed enemies inside the vault, so you should find a less risky way to get inside. Use the Batclaw to pull a vent cover off the east side of the wall and grapple up to it.

Follow the vent around to the right, bust open the cover at the other end, and drop into the access area. Spray Explosive Gel on the structurally weak floor, then detonate it to take out two of the men. After a confrontation with the bank robbers, an explosion knocks Batman out of the vault and takes the life of a bank manager.



>>APPREHEND THE JOKER

PREDATOR ENCOUNTER

THREAT: High — 6 Armed Enemies

1 Jammer Enemy

Immediately, grapple up to one of the vantage points, as the Joker's men now occupy the room. One of them carries a portable jamming device, so your Detective Vision is scrambled at the moment. This enemy should be your first target so that you can survey the situation without interference. You can see where the source of the interference is, since he shows up as a red icon with an exclamation point. You can also get an idea of where other thugs are as you scan the room because they show up as targets for Batman's Glide Kick.



Quietly drop down near the jammer enemy and get behind him to perform a Silent Takedown. Or, if you see him headed toward a vantage point, you can use an Inverted Takedown to eliminate him from the fight. You can also use the Disruptor to disable the device. With him out of the way, you can better plot your course around the room as you eliminate the Joker's men. Use the different sections of the bank to isolate the foes, then take them down from the floor grates and vents, or through the windows and structurally weak walls. The last thug surrenders, so approach and interrogate him to find out about the Steel Mill. This is Batman's next destination.





FOLLOW HIS TRAIL

INVESTIGATE THE STEEL MILL

Before leaving the bank, run over to the vault and find the bank manager's body. Use the Evidence Scanner to scan it in; it shows that she died from a poison. With added guilt, exit the bank through the front door. Beware of the SWAT members who are huddled up just ahead. Take them down, and then head east to the Industrial District.





PREDATOR ENCOUNTER

THREAT: High

6 Armed Enemies

1 Sniper

On the east side of the district, a Sionis Industries sign hangs from an archway. This directs you to the Steel Mill entrance, but several of the Joker's men guard the building. Grapple up to the walkway on the right and perform a Silent Takedown against the sniper. Climb onto the railing, then scope out the remaining five foes. One hangs out above the door, and the other four guards patrol the grounds in front. Isolate each one, then eliminate them with various takedowns. Do not forget about the Disruptor, which you can use to disable two of the enemies' firearms.

Once the area is secure, Alfred informs you that he has isolated the electromagnetic signal from Electrocutioner's gloves. This needs to wait until after the Steel Mill, though. Go through the front door to enter the building's loading bay.





1. Warehouse
2. Concealed Room
3. To Basement
4. To Sewers
5. Loading Bay Depot
6. Sionis' Office (Second Floor)
7. Loading Bay
8. Drug Stash
9. To Industrial District



COMBAT ENCOUNTER

THREAT: Extreme | 2 Melee Weapons | 6 Enemies | 1 Firearm

Six hostiles, including an armed foe, hang out just ahead. Hop into the floor grate to the left, and approach the thugs. Before taking them on, use the Disruptor to disable the one firearm in the group. There are numerous ways that you can start this fight, such as using a Grate Takedown, attaching the explosive to one of the enemies using the Remote Claw, or performing a Silent Takedown against the lone guy on the right. Keep the adversaries away from the gun locker as you work your way around the group. Once the loading bay is secure, you overhear more voices in Sionis' office above. Open the door just below them and climb the staircase to the second floor.

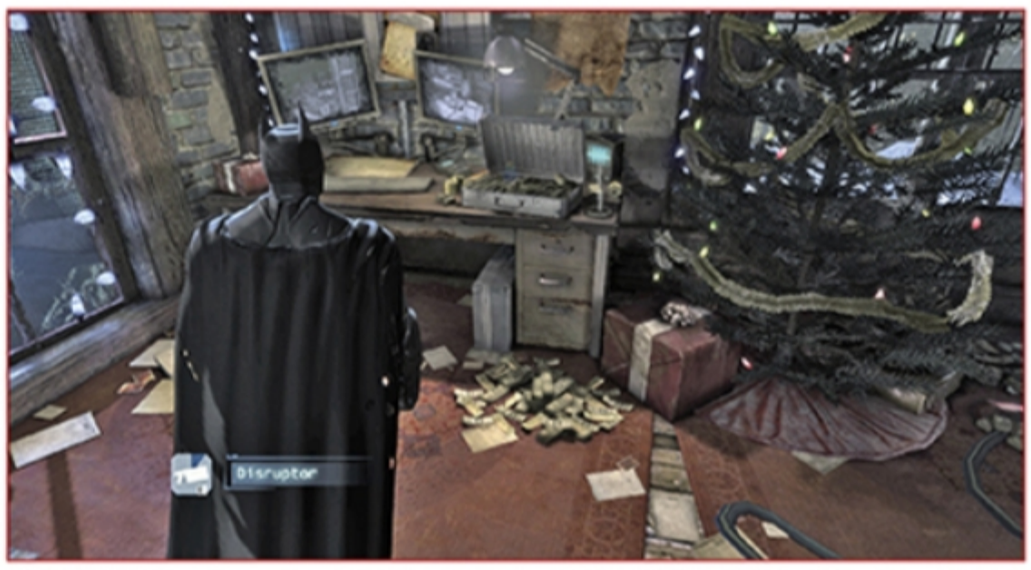


COMBAT ENCOUNTER

THREAT: Extreme | 1 Armored Enemy | 4 Enemies | 1 Melee Weapon | 2 Firearms

Just inside the office entrance, an automated turret stands guard. To avoid it, use the Batclaw to pull off the HVAC system cover above the door, and grapple inside. Follow the path onto the rafters above five enemies. Use the Disruptor to disable the two firearms, and then drop onto the armored guy. Knock them all out before walking over to Black Mask's computer in the opposite corner. Analyze it to obtain security codes that allow access to the entire building.





Before exiting out the main door, fire the Disruptor at the automated turret to disable it. Return to the loading bay, and head over to the door in the left corner. As you do so, Alfred informs you that he may have what you need to create a Glue Grenade. Pull out the Cryptographic Sequencer, and enter "CHEMICAL" as the security console's password to gain access to the loading bay depot.



COMBAT ENCOUNTER

THREAT: Extreme	1 Armored Enemy
6 Enemies	2 Melee Weapons

Ascend the steps along the far wall and enter the security door to reach the warehouse just in time to observe an Enforcer escorting a forklift through a false wall. You must find a way into that hidden room. Seven hostiles remain in the room, and one of them is fully armored. Aim the Remote Claw at the fire extinguisher that hangs on the right side, and attach it to one of the central enemies. This gives you a smoke screen to hide your movements. Glide Kick the armored enemy, and beat the rest of the group down.



COMBAT ENCOUNTER

THREAT: Extreme	1 Armored Enforcer
10 Enemies	4 Melee Weapons



Your skirmish attracts the attention of the Enforcer as he brings some of his friends to the warehouse. Evade the big guy or hit him with a Cape Stun as you move between the rest of the thugs. Once you've cleared out the area, move over to the crane switch on the pillar, and use it to make the crane bust a hole in the brick wall.

It didn't break through completely, and there is no way you are getting through there. Grab the crane's load with the Batclaw and pull it away from the wall. This manages to get the job done.



COMBAT ENCOUNTER

THREAT: High	1 Melee Weapon
4 Enemies	1 Firearm
1 Armored Enemy	1 Knife

Grapple up to the busted wall as you hear a woman's laughter farther inside. Drop into the concealed room, run over to the elevator ahead, and scan the body that lies inside with the Evidence Scanner. Looks like this guy has been poisoned. Press the button to descend to the basement level. Five enemies stand guard in the next hallway. Sneak up on the closest guy on the left, and perform a Combat Takedown to start the fight. Take out the rest of the group, and then approach the double doors ahead. Enter "NARCOTIC" into the security console as the password, then open the door to find the Drug Lab.





PREDATOR ENCOUNTER

THREAT: High — 7 Armed Enemies

1 Jammer Enemy

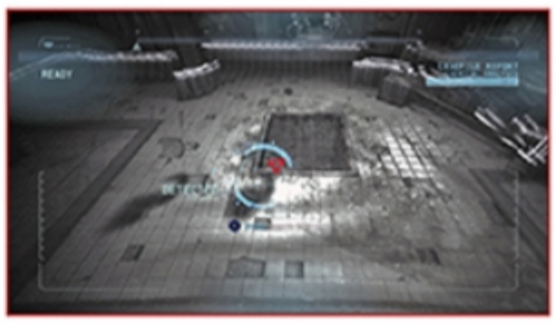
Several thugs roam the lab, but a portable jammer keeps you from getting a complete picture at the moment. Use the vantage points to move to the other end of the room and spot the foe who is interfering with your equipment. Hit him with the Disruptor, or drop down and eliminate him for good with a Silent Takedown. There are a few explosive canisters around the room that you can attach to one of the foes with the Remote Claw, resulting in an easy takedown. The venting along the left side and the floor grates all throughout the room serve as good locations for quick takedowns. Once you've cleared the room of all enemies, climb the steps in the far left corner from the entrance, and open the door to reach Black Mask's office. Approach the man who is tied up on the right to release his shackles.





SCAN A SAMPLE OF COPPERHEAD'S POISON

As you interrogate the villain, the assassin known as Copperhead shows up and gets the jump on Batman, managing to poison him. Now you must scan a sample of the poison so that an antidote can be created. Turn on the Evidence Scanner, and find the perspiration on the tiled floor. Scan it in so that you can track her movements. Hold down the button to reconstruct the event. Advance the reconstruction, and watch out for the red tracking line. Trace it up to the ceiling, and scan in the droplet of poison left behind. Batman sends the analysis to the Batcomputer so Alfred can deliver the cure. You need to get up to ground level to reach the airdrop.



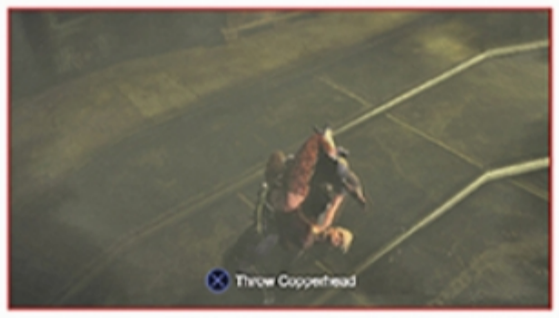


REACH THE ANTIDOTE DROP POINT

Due to the poison, Batman's vision is blurred and his movements are slow and awkward. Stumble through the lab and down the hallway. Ride the elevator up to the main floor, and continue toward the warehouse. Before you can get there, Copperhead attacks.



POISONED MELEE



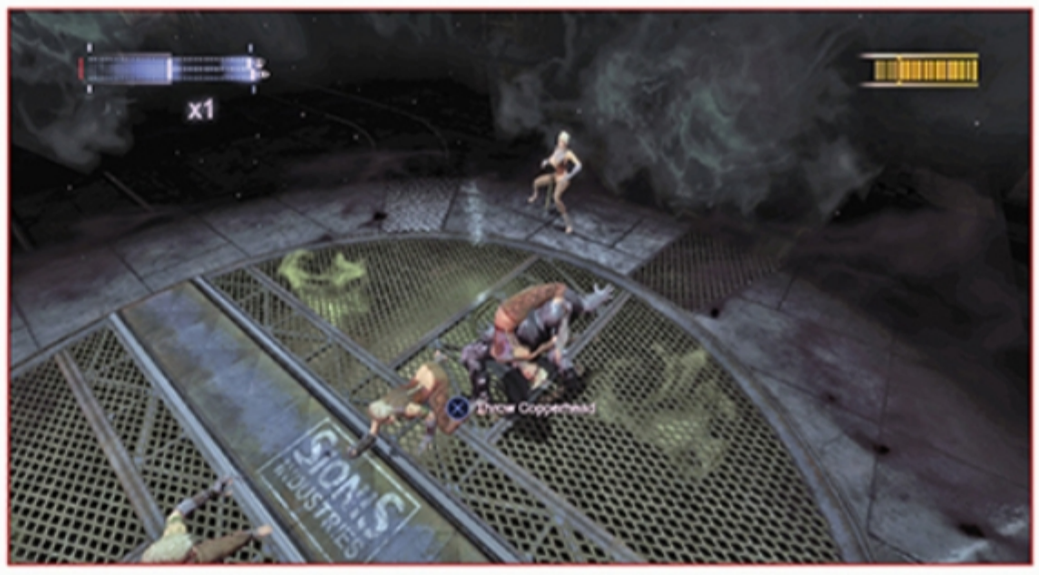
Due to the chemicals in Batman's body, it looks like there are three Copperheads, but only one is really the assassin. Counter and strike the three just as you would normal enemies. Whenever she grabs Batman, rapidly press the Run button to throw her down. Now you can continue into the warehouse.

There, the ninja drops in alongside several illusory duplicates. Counter and strike the hallucinations as well as Copperhead herself. The fake ones just evaporate, but hitting the real boss knocks her back and causes damage. If a ninja evades your attack and causes you to whiff, continue on to another foe, since this action does not break your combo.

Occasionally, the ninja attack with their claws. Look out for the yellow marking above Copperhead's head, and be ready to evade the lunging attack with a Blade Dodge. Prepare a regular counter from all sides, as two or three ninja may attack simultaneously.



Just as before, Copperhead jumps onto Batman and wraps him up. Rapidly press the Run button to grab her and throw her to the ground. If you throw the real assassin, the move deals significant damage. Otherwise, the illusion just disappears.



Late in the fight, Copperhead starts using a Dash attack. Watch for a flash that telegraphs its arrival, and evade out of the way to avoid taking damage.





(CONTINUES ON NEXT PAGE)



Use Explosive Gel and Concussion Grenades against the ninja. The blast helps you distinguish the real Copperhead from the others. Keep beating the ninja down until the airdrop arrives with the antidote. Without the effects of the poison, Batman is ready to finish this assassin for good. Step up and strike her; that is all it takes.



ACQUIRE ELECTROCUTIONER'S ELECTROMAGNETIC SIGNATURE

COMBAT ENCOUNTER

THREAT: High — 4 Enemies

1 Knife



Batman learns that a meeting has been called for all of the remaining assassins. In order to find them, Batman needs to acquire Electrocutioner's electromagnetic signature so that he can track him. Exit out to the loading bay, taking out the four thugs you encounter. Watch the gun locker, and direct your attacks that way if someone attempts to get inside. Once you've secured the area, exit out to the Industrial District.

BLACK MASK MOST WANTED NOW AVAILABLE

Before exiting the Steel Mill, Batman comments that the nearby chemical container should be destroyed first. This starts Black Mask's side mission, where you need to destroy several drug stashes. Refer to the Most Wanted chapter of this guide for more information.

FOLLOW HIS TRAIL

SEARCH THE GOTHAM CITY ROYAL HOTEL

>>REACH GOTHAM CITY'S HIGHEST POINT TO SCAN ELECTROCUTIONER'S ELECTROMAGNETIC SIGNATURE

In order to pick up Electrocutioner's signature, Batman must get to higher ground. Head to the central pillar on Gotham City Pioneer's Bridge, and grapple to the top. There, Batman is able to get a bead on the signal. A tracker appears on the right side of your HUD. The big number represents the distance to Electrocutioner, turning red if you move away from him.

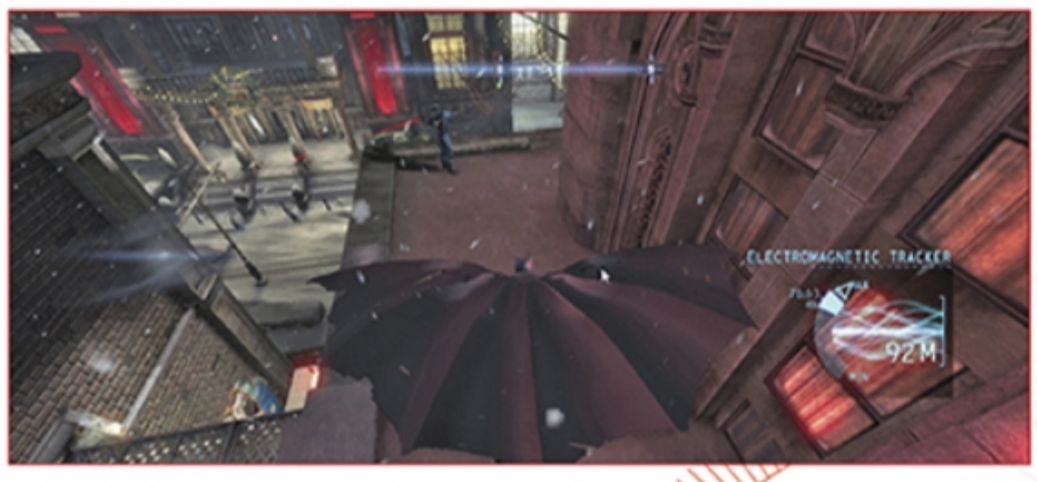
HELICOPTER CRASH CASEFILE

As you near the bridge, Alfred informs you of a disturbance nearby. In The Bowery, an S.O.S. broadcast needs to be investigated. Once you check out the signal, begin another Casefile. You can find full details on the crime and solution in the Casefiles chapter of this strategy guide.



TRACK THE ELECTROMAGNETIC SIGNATURE

The tracker leads you to the Gotham City Royal Hotel on the far east side of Diamond District. As you approach from the west, move along the alley, just south of the GCR Tower, and land on the right, on the lower rooftop. A sniper guards the front of the building just ahead. Eliminate him with a Silent Takedown. Several other officers assess the situation inside the hotel down on the street. It isn't necessary, but if you want the extra XP, hop down and take them out.





1 To Diamond District

2 To Main Entrance

GAIN ACCESS TO THE GOTHAM CITY ROYAL HOTEL

COMBAT ENCOUNTER

THREAT: High	3 Melee Weapons
5 Enemies	1 Knife
1 Armored Enemy	1 Shield

Run over to the south side of the rooftop, and glide down to the parking lot just south of the hotel. An entrance to the building's parking area beckons you in on the far right, but you are not the only one invited. Toss a Concussion Grenade into the group of cops hanging out just inside, move in, and knock them all unconscious. Move down the steps, then enter the door ahead to reach the hotel parking area.



COMBAT ENCOUNTER

THREAT: Very Low	2 Enemies

Follow the road around the bend until you spot two thugs up ahead. Sneak up on the duo from the right, then use a Double Takedown to get them out of the way. Climb onto the windowsill and survey the men below.



COMBAT ENCOUNTER

THREAT: High

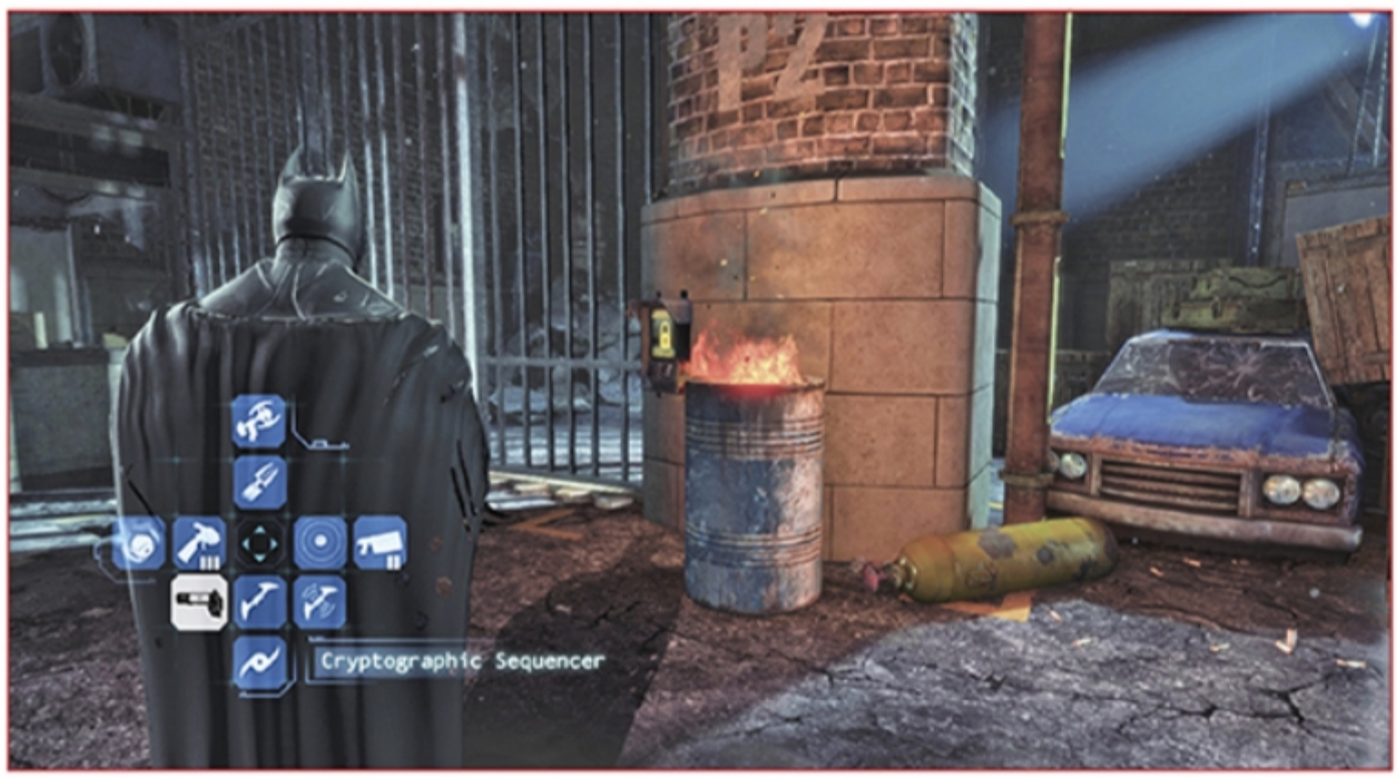
9 Enemies

1 Martial Artist

2 Melee Weapons

There are 10 hostiles, but they are not armed. Watch out for the gun locker stationed next to the semi-trailer. Line up a Glide Kick with one of the men standing next to it, and knock him down to start the fight. Stay alert of anyone trying to grab a rifle and eliminate the group. Be ready to counter the martial artist's numerous strikes. With the area secured, head to the right, where a gate blocks access to the elevator. Farther to the right, a security console keeps another area locked. Enter "ROYALHOTEL" as the password and step inside.







The switch that gives you access to the elevator is in the room above. Stop the electricity by quick-firing a Batarang at the switch on the wall. Look up through the hole in the ceiling to spot two anchor points. Use your Remote Claw to place a cable across them, then grapple up. Hop down and use the console to open the parking gate.

Return to the parking area, and proceed toward the main elevator. Along the way, you can inspect the ambulance to verify Batman's hunch. Enter the maintenance room ahead, and use the panel to restart the elevator. Step inside, and press the button to ride it up to the main entrance.



GAIN ACCESS TO THE SECURITY ROOM

PREDATOR ENCOUNTER

THREAT: High

5 Armed Enemies

2 Thermal Goggle Enemies

1 Jammer Enemy

Alfred informs Batman of a security room that he can use to track down his target. Turn left, and enter the doors ahead to reach the hotel lobby. Armed thugs litter the room, providing a good opportunity to use your Predator skills on them. Sneak over to the barrels on the left, and snap to cover against them. When an enemy gets close, knock him out with a Corner Takedown. Sneak onto the walkway that spans the middle of the room, and eliminate another foe with a Silent Takedown. Grapple up to one of the vantage points and attempt to survey the room. A Mobile Jammer interferes with your Detective Vision, so he should be your next target. Swing around the perimeter of the room until you can see where he is, then use the Disruptor to disable the jamming device. Now you can see that six hostiles remain. Pick them off one at a time using a variety of takedowns.

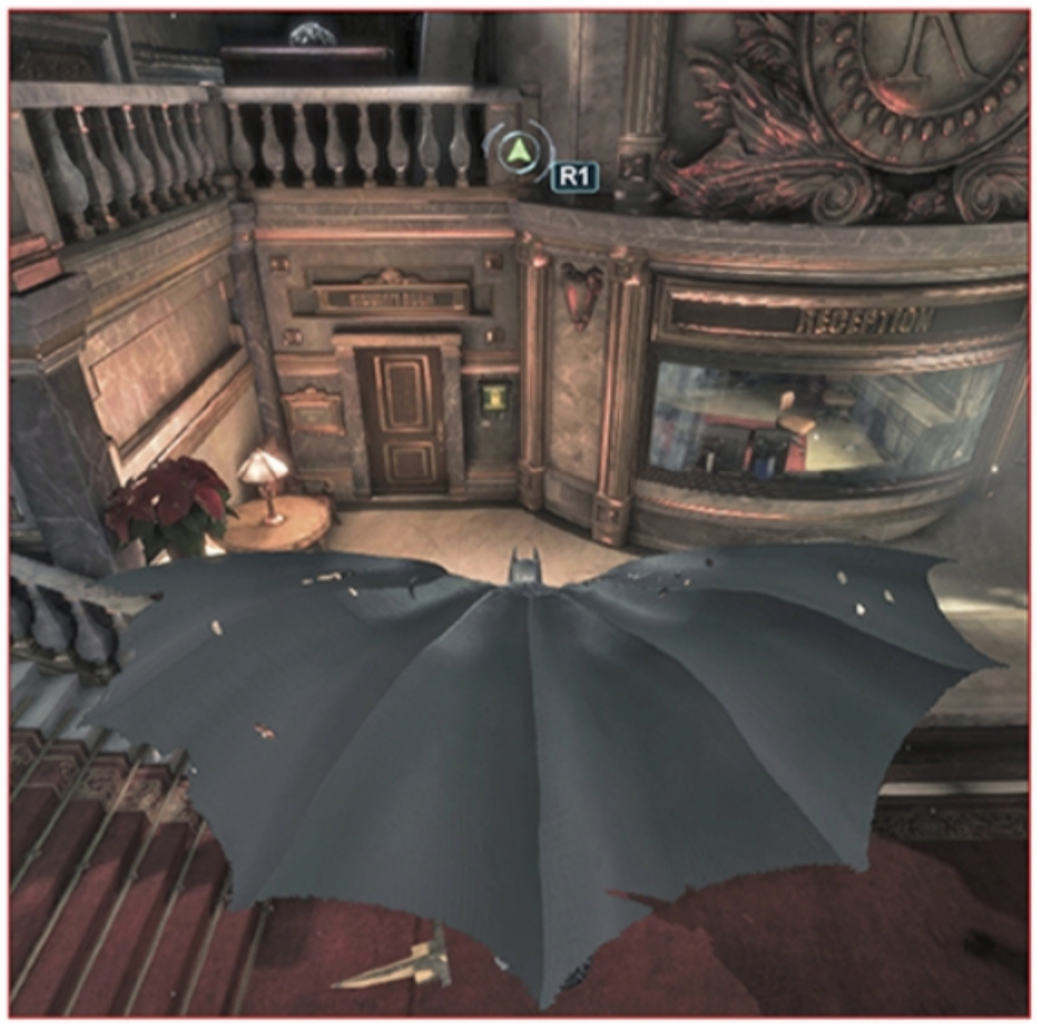




THERMAL GOGGLE ENEMIES

From here on out, you will usually see at least one enemy in a Predator encounter wearing Thermal Goggles. This allows the foe to scan vantage points and spot the presence of Batman. A distinct sound signifies that and enemy is using the equipment, so quickly grapple to another perch if you are about to be discovered. It's not too difficult to kill these guys. Move to a nearby location as your enemy scans, then immediately grapple to that vantage point to score an Inverted Takedown.

With the room cleared out, drop down to the floor, and run over to the security room that is located at the base of the statue. Use the Cryptographic Sequencer to enter "EYESPY" in the security console, and step inside. The cameras reveal where the villains are holding their meeting. After exiting the room, Batman collects a shockingly powerful new gadget.



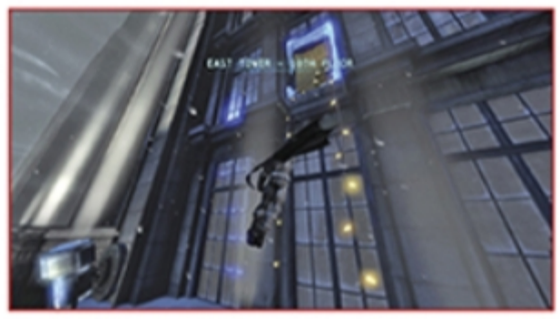
SHOCK GLOVES



This gadget is extremely helpful in exploration and combat. Electrical subsystems and portable generators can be charged with the device, allowing you to reach previously inaccessible locations and items. Each strike of an enemy during a fight charges up the Shock Gloves. Once the battery meter fills up, click both analog sticks to activate the gloves. This rapidly increases your combo multiplier with each attack, allowing use of more advanced techniques. This gadget also ignores various armors, shields, and weapons.

GAIN ACCESS TO THE PENTHOUSE

Climb into the lift, and use the Shock Gloves on the generator to get it moving. When it comes to a stop, grapple up to the beam above, and then crawl through the open window on the 10th floor of the East Tower. Run around the corner and through the doors. Charge up the electrical subsystem on the wall to slightly raise the gate ahead.







1. To Laundry Room
2. East Tower-10th Floor
3. Security Room
4. Hotel Lobby
5. To Hotel Parking

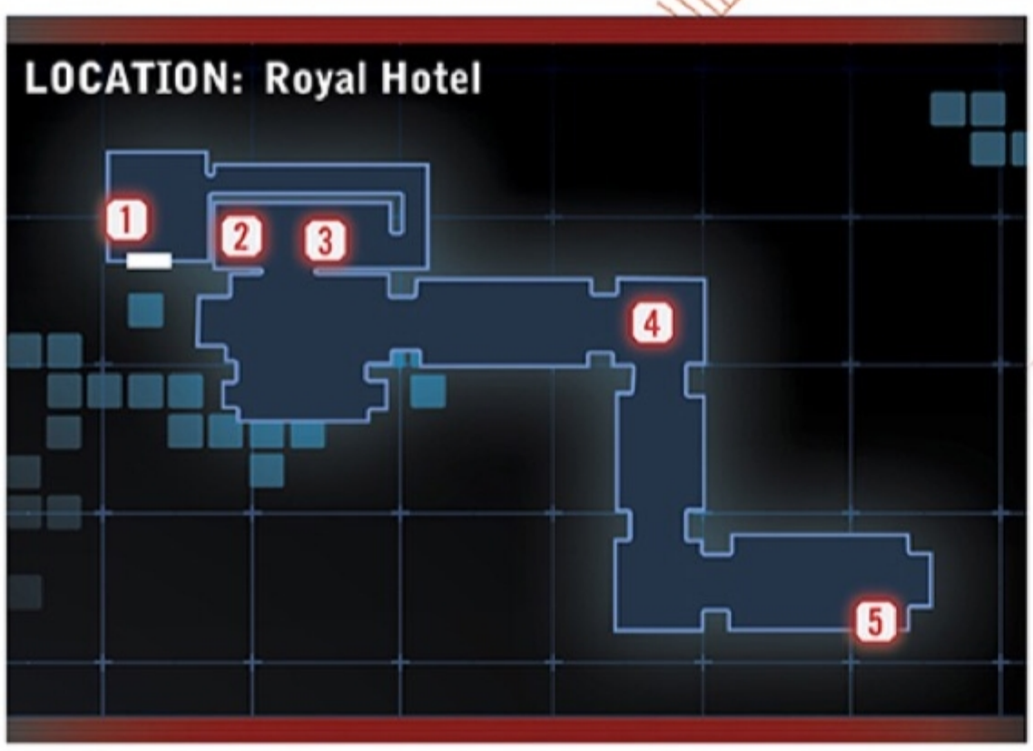
COMBAT ENCOUNTER

THREAT: Low — 6 Enemies

2 Melee Weapons

Fortunately, this does not attract the attention of the six thugs in the next area. Slide under the gate to trip up the closest guy. The biggest threats in the group are the foes with melee weapons, so rely on a series of strikes and counters to build up a nice combo against them. Continue into the right door at the end of the hall to reach the laundry room. Pull the HVAC cover off the wall, and climb inside.





1	Laundry Room	4	19th Floor
2	To 19th Floor	5	To West Tower
3	Elevator Shaft		

COMBAT ENCOUNTER

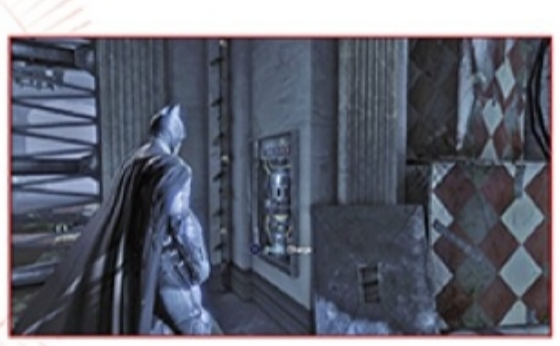
THREAT: Low — 5 Enemies

1 Knife

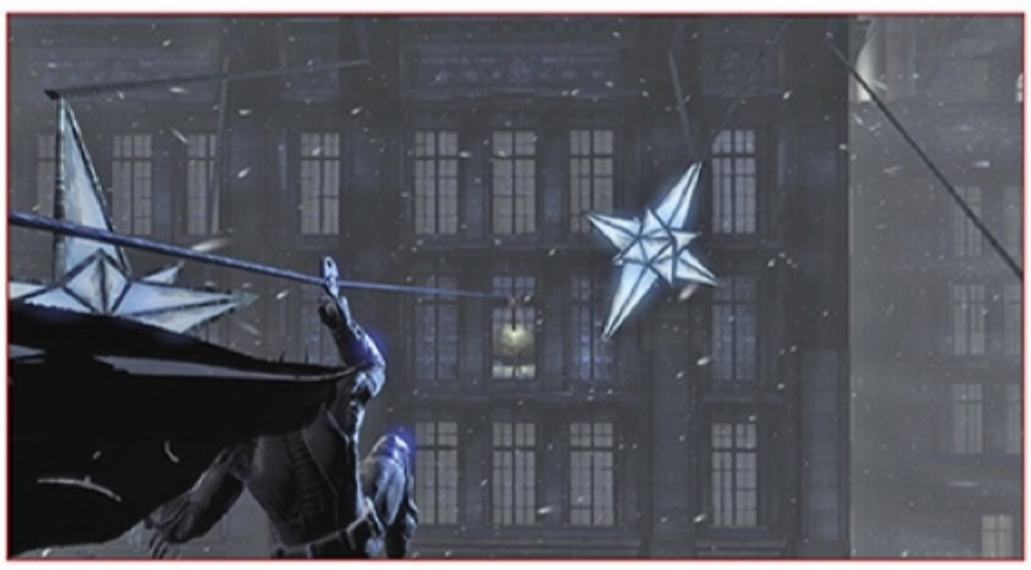


This leads into the East Tower elevator shaft. Run around to the opposite side, and hop onto the closest elevator. Immediately, jump to the second as the first one plummets to the ground. Use the Shock Gloves on the portable generator to ride up to the 17th floor. The open doors above allow you to progress to your destination. Grapple on up, but hang from the edge so that you can use a Ledge Takedown on the first enemy. Climb inside, and start pummeling the rest of the thugs into unconsciousness.





Talking to the hotel employee leads Batman to the Overview Bar that sits between the two towers. Walk over to the gate on the left, and charge the nearby electrical subsystem to open it. Duck underneath and follow the hallway around a couple corners to an opening in the side of the tower. Here, you can spot the bar high above. Look straight across to the West Tower, where a thug stands in a window. An anchor point conveniently hangs above his head, and another is located just above you. Place a cable across the gap with your Remote Claw, grapple on up, and perform a Zipline Takedown on the enemy.





1 Easr Tower-19th Floor
2 From East Tower
3 West Tower Ventilation Shaft
4 To West Tower-Ballroom
5 West Tower-25th Floor

This puts you in a West Tower laundry room. Turn left, and enter the ventilation shaft. Around the corner, jump over to the metal platform, and then grapple up to the striped ledge on the right. Shimmy to the left until you can climb onto a beam that juts out from the wall. Grapple to the corner platform, then run up the ramp to the left.



Use the Remote Claw to span a cable between the two anchor points ahead. Walk along the tightrope wire to the walkway ahead, and then approach the yellow console on the left. Press the Run button to use it, and then grapple up to the open HVAC vent above. Climb inside and follow it around to the left, where steam blocks your progress. Fire the Batclaw at the cover on the far wall to release water onto the steam, allowing Batman to continue up the shaft.





COMBAT ENCOUNTER

THREAT: Medium

1 Enemy

1 Armored Enemy

1 Martial Artist



Once inside the West Tower, observe that three unarmed enemies wait around the corner. Snap to the wall, then notice that a sentry turret protects their location. Pull out the Disruptor and disable the automated weapon. Now you can step up to the electrical subsystem and open the gate. This sends three foes your way, including a martial artist and an armored enemy. Clear the hallway and enter the door at the other end.



COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy



A lone thug stands at the edge of a walkway ahead. Grapple over that way, but do not climb up until after you use a Ledge Takedown against this foe. Run down the walkway to the left and follow the path into the 25th floor laundry room. Open the door, then follow the snowy hallway to the right. An open window invites investigation, but the winter wind keeps you inside.

COMBAT ENCOUNTER

THREAT: Low

2 Enemies

2 Knives

Duck under the gate to find two more thugs down the hall to the right. Fire the Remote Claw at the foes to knock them both down, then finish them off. The door on the left takes you to the West Tower ballroom. Batman's nemesis has done some redecorating, including a fully functioning roller coaster.



COMBAT ENCOUNTER

THREAT: Low

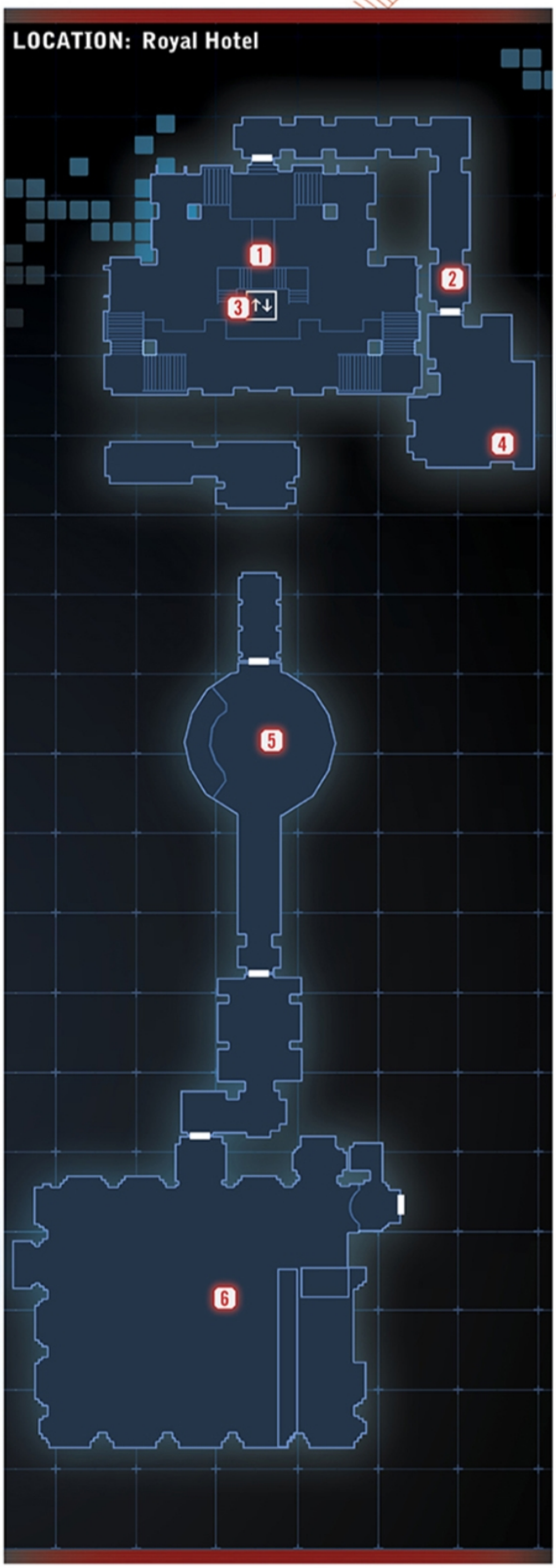
1 Armored Enemy

4 Enemies

1 Melee Weapon

Drop down the maintenance shaft on the right, and exit out to the main room. To the left, five hostiles wait to give Batman a tour. One of the men is fully armored, while another carries a bat. Free-flow between the members of the group as you take them all down. Once your Shock Gloves are charged, activate the gadget to really put the hurt on your foes.

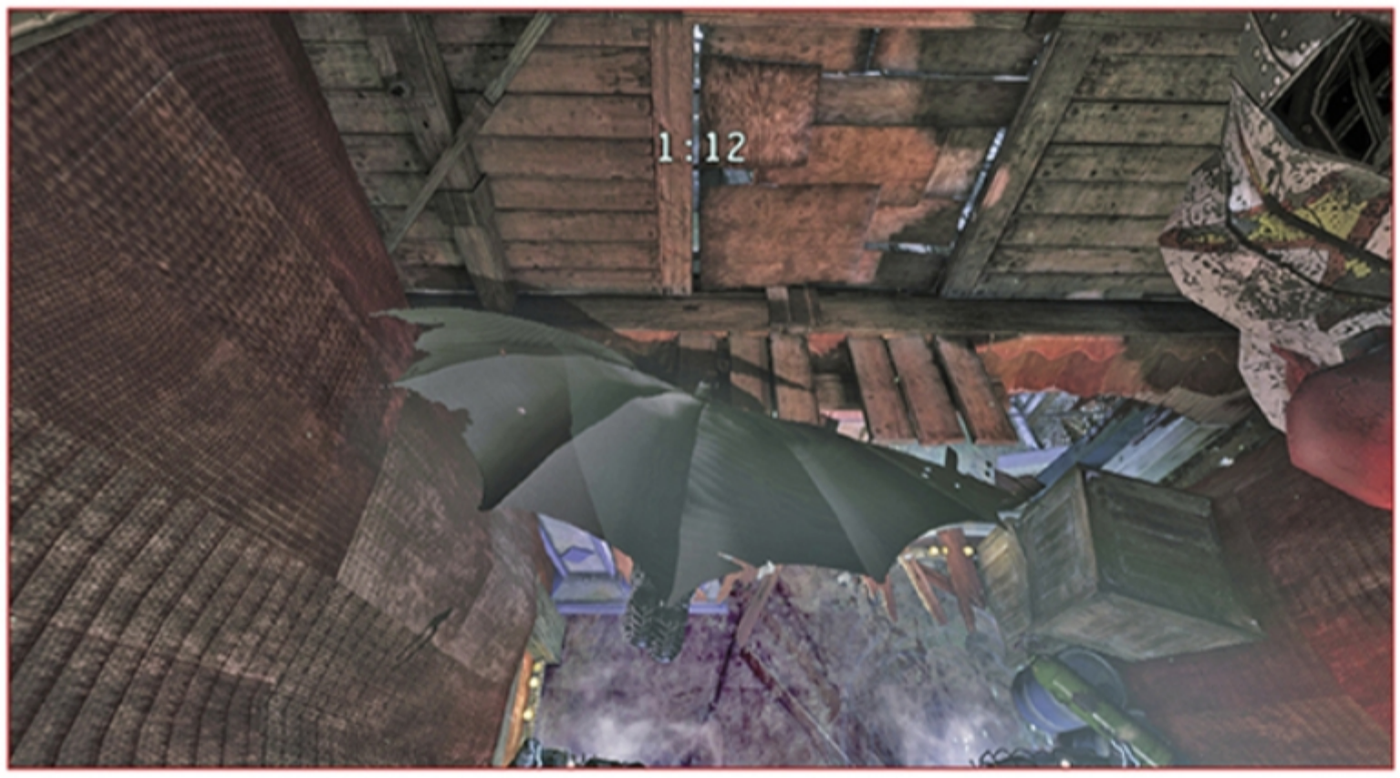




1 East Tower Swimming Pool
2 40th Floor
3 To Penthouse
4 Exterior Facade
5 Overview Bar
6 West Tower-Ballroom



Moving into the next room starts a timer with a 90-second countdown. A pool of water is electrified, meaning instant death if you step inside. Four guys are each strapped to an electric chair, and two elevator brake switches hang from a couple poles ahead. Hitting each switch with a quick-fired Batarang reveals an anchor point. Quickly use the Remote Claw to fire a cable between them, and then grapple up to it. Glide down to the wooden platform ahead and blow open the weak surface with Explosive Gel. Inside the adjoining room, a security console requires the password "KNOCKKNOCK." This stops the clock, so you can now drop down into the water.



Turn around, cross the pool, and enter the hallway to the right. Climb the ladder, and follow the wooden walkway to a ground switch. While standing on the switch, turn left, and throw a Remote Control Batarang through the electrified eye of the mask. Guide it to the right, carefully enter the other eye, and plow the gadget into the fuse box on the wall. This opens a hatch in the ceiling, so grapple up to it.



Follow the tracks until you reach an opening on the right. Enter the small room, and step on the switch. This lights up the four clown heads on the other side of the fence in a certain order. Labeling them from the left, the order is 1, 3, 4, 2. Once the barrier drops, toss a Batarang at each of the four balloons in the same order. The heads then light up in the following order: 4, 3, 1, 2. Again, hit them in the same way. This opens a gate back out on the tracks, so proceed on through.





COMBAT ENCOUNTER

THREAT: Extreme

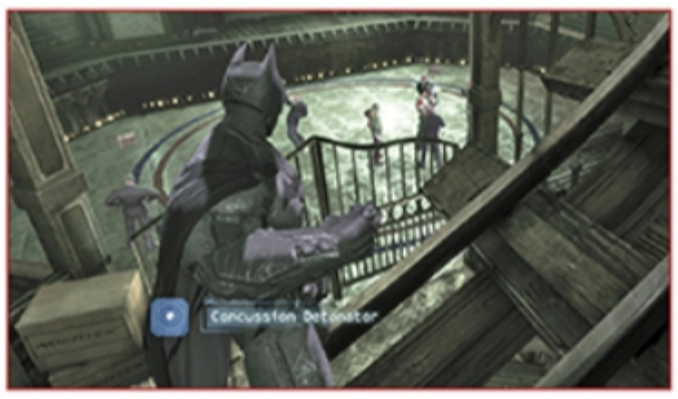
6 Enemies

2 Melee Weapons

1 Martial Artist

1 Enforcer

When the tracks head upward, turn to the right. Eight more hostiles wait around inside the fence to the left. Glide down to the lower tracks, face the group, and hit one with a Concussion Grenade. Glide Kick one of them to the ground. Evade or Cape Stun the Enforcer as you eliminate the rest of the thugs. When you get the chance, finish the big guy off with a Beatdown.





With the room clear of enemies, grapple up to the small balcony and press the button on the console to activate the jack-in-the-box. This gives you a second anchor point to correspond with the one on the left wall. Fire the Remote Claw at it to span a high-tension cable across the room. Grapple up to the wire, and follow it to another balcony before exiting through the door ahead.



COMBAT ENCOUNTER

THREAT: Very Low

1 Enemy

1 Firearm

This takes you to the 25th floor hallway. Follow it around the corner, and sneak up on the thug ahead who has his back turned. Remove him with a Silent Takedown, and talk to the hotel employee. He informs you that more workers are being held hostage inside the Overview Bar.



COMBAT ENCOUNTER

THREAT: Extreme

5 Enemies

1 Armored Enforcer

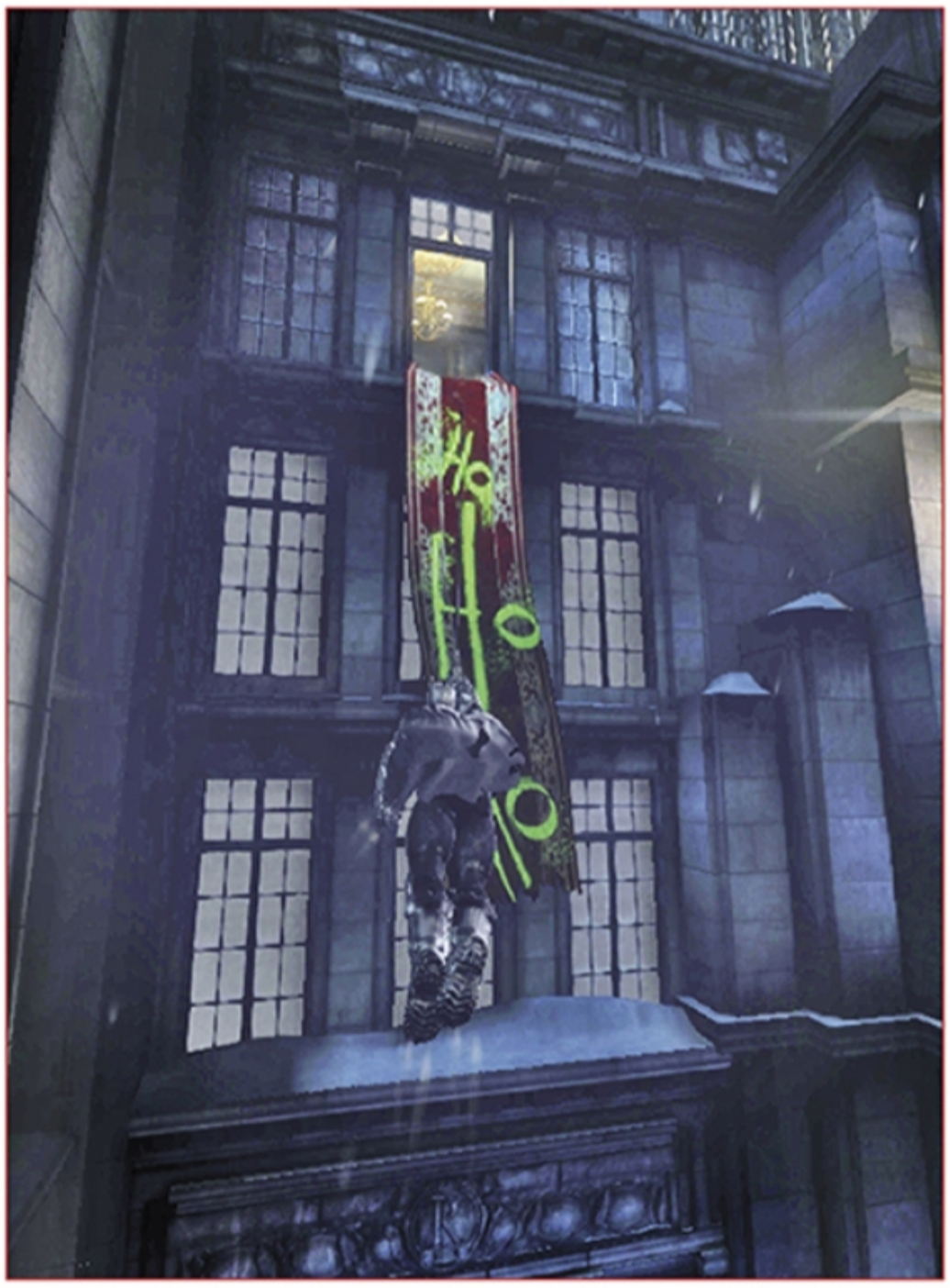
1 Firearm

1 Knife

Open the door that leads to the bar, then hop into one of the floor grates ahead. Follow the ventilation until you are under the armed enemy and perform a Grate Takedown against him. Keep thrashing the other thugs while watching out for the Armored Enforcer's attacks. With the bar clear of foes, exit out the other door to find that the entrance to the East Tower is barricaded. The skywalk has been boarded up on the left, making it structurally weak. Place Explosive Gel on the wall and detonate it.



Step out onto the beam, then grapple over to the vantage point on the East Tower. A red carpet with the words "Ho Ho Ho" written on it leads up to an open window. Looks like an invitation. Grapple inside the 28th floor of the East Tower, and run over to an electrical subsystem on the right. Charge it up with the Shock Gloves, and move through the opening to find bombs rigged to blow on December 31st. Enter "HAPPYNEWYEAR" into the security console, and the timer changes to 24 seconds. Dive through the nearby window as the explosives detonate and Batman grapples over to a GCTV News helicopter.



COMBAT ENCOUNTER

THREAT: Extreme

1 Armored Enemy

9 Enemies

2 Martial Artists

3 Melee Weapons

As the chopper hovers over a pack of thugs on the balcony below, drop in between them. As the camera films the fight, you are able to start pummeling the enemies. Keep brawling until more foes drop in, including an armored enemy. Your Shock Gloves should be charged by now. With the gloves activated, your punches ignore the armor. Clear out the balcony, grapple up to the next floor, and enter the door to reach the 40th floor. Run down the hallway, tear around the corner, and enter the next door to find the East Tower swimming pool.





PREDATOR ENCOUNTER

THREAT: Extreme

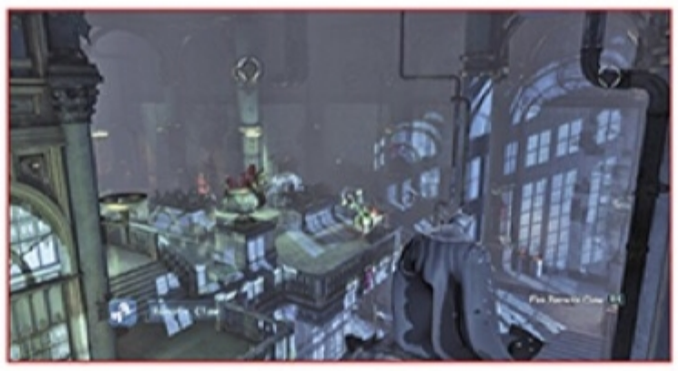
5 Armed Enemies

3 Minelayers

1 Heartbeat Monitor

Eight armed men present another opportunity for predatory tactics. Grapple up to one of the vantage points and survey the room. There is no jammer device to take care of this time, but there are mines strewn about, along with men carrying them. With the correct upgrade, you can disable mines with the Disruptor. Attach the explosives scattered around to unsuspecting foes for easy knockouts.

The HVAC system gives you places to perform Vent Takedowns on each side of the room. These lead to the showers below the pool, which is pretty isolated from the rest of the room. If available, use a Sonic Batarang to attract a foe to the area, and then knock him out with a Silent Takedown.



After you take down a few of the enemies, mines are armed on each of the vantage points. Stay in the grates and vents if possible. If you must escape to one of the perches, do not stay long, or the blast will take you out. Once the room is clear, drop down and walk around to the elevator, which is accessed on the lower floor in the back by the bar.





Use the Cryptographic Sequencer on the security console to enter "SPLASHDOWN" as the password. Step inside the elevator, and ride it up to the Penthouse. After taking a beating from the assassin Bane, you regain control of Batman in another room.



DEFEAT BANE

BATTLE BANE

Bane is extremely big and strong, with venom pumping through his body. He has a regular strike that can be countered, and you are able to hit him without stunning him. When you get an opening, perform a Cape Stun into a Beatdown to knock his health down. Be ready to counter, though, as he can strike at you during this move.



Bane has two moves that cannot be countered. If he is next to Batman and red marks appear above his head, he grabs Batman and punches him across the room. From a distance, he charges at the hero and picks him up. Evade over his head to redirect the boss.



DEFEAT VENOM BANE



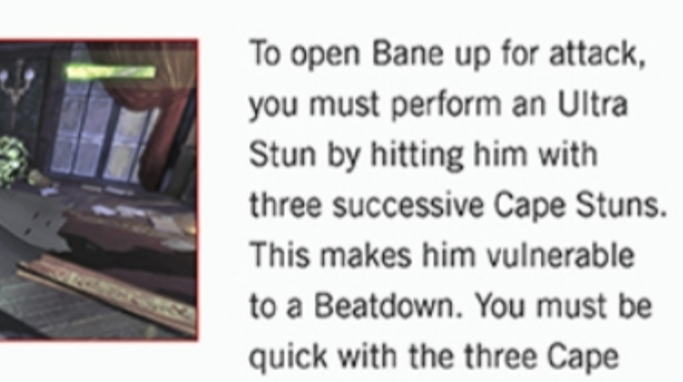


After taking a little abuse, Bane removes his jacket and increases his venom intake. This makes him bigger, tougher, and stronger. His health bar fills with venom and a simple strike does not cut it anymore. This is his venom state.





To open Bane up for attack, you must perform an Ultra Stun by hitting him with three successive Cape Stuns. This makes him vulnerable to a Beatdown. You must be quick with the three Cape Stuns, since he can break this move with a powerful strike. If you see the red marks above his head, perform a Redirect evade, and immediately hit him with the Ultra Stun. Go directly into a Beatdown, and then once you hit the necessary multiplier, throw in a Special Combo Takedown to damage his venom pack and return him to his normal state. In the normal state, you can attack him with normal strikes.



Evade the giant whenever you see the red bolts. But even if he manages to get ahold of Batman, you can counter his powerful punch and avoid taking big damage.



Eventually, Bane grabs Batman and tosses him out of the window to the balcony below. He increases the venom, then stomps the ground and charges at Batman. Evade this move, as it cannot be countered. Be ready to do this twice. He follows this up with a ground-pound move. You want Batman to be in the air when he makes contact, so time the dodge as he swings.



Once the Shock Gloves are charged up, activate them so that your combo multiplier increases faster. Spin the camera around so that you can see two of his men join the fight. Evade Bane's attacks as you use the two thugs to increase the multiplier. Once it is available, perform a Special Combo Takedown against Bane to damage his pack further.

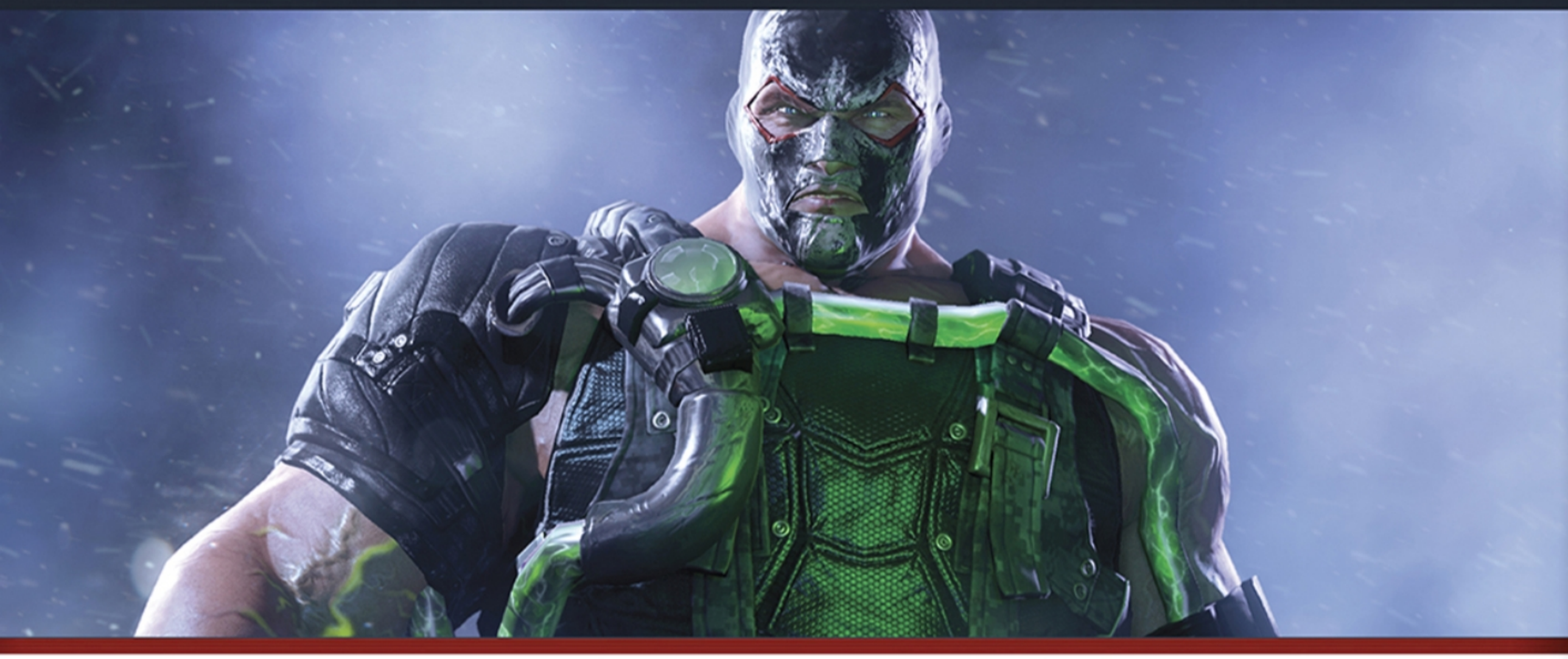


Continue increasing your multiplier by striking the thugs or performing a Beatdown against Bane. When you get a chance, damage his venom pack with a Special Combo Takedown. More of his men are tossed into the fight, making it easier to build up your combo. Be ready for his venom episodes, and evade his deadly attacks. After a number of takedowns, the cops show up, and Bane manages to get away. Fortunately, Batman tags him with a tracker.



While all of this is happening, The Joker is sent to Blackgate Prison, where a psychology intern checks him in. As he discusses what he is feeling, you must fight off a room of thugs. Once you've taken care of them, follow the straightforward path to avoid the gas fire.

TWO ASSASSINS STILL AT LARGE



>>LOCATE THE TRACKER PLACED ON BANE

ACQUIRE THE GLUE GRENADE AT THE WORKBENCH

You regain control of Batman at the Batcave as he learns that Bane or one of his men has turned up at the morgue. Alfred informs you that the Glue Grenade is ready and can be found on the workbench. As you head to the Batwing, talk to Alfred for extra XP. Fly to the Burnley Batwing Drop Point (or nearest tower if Burnley is not available).



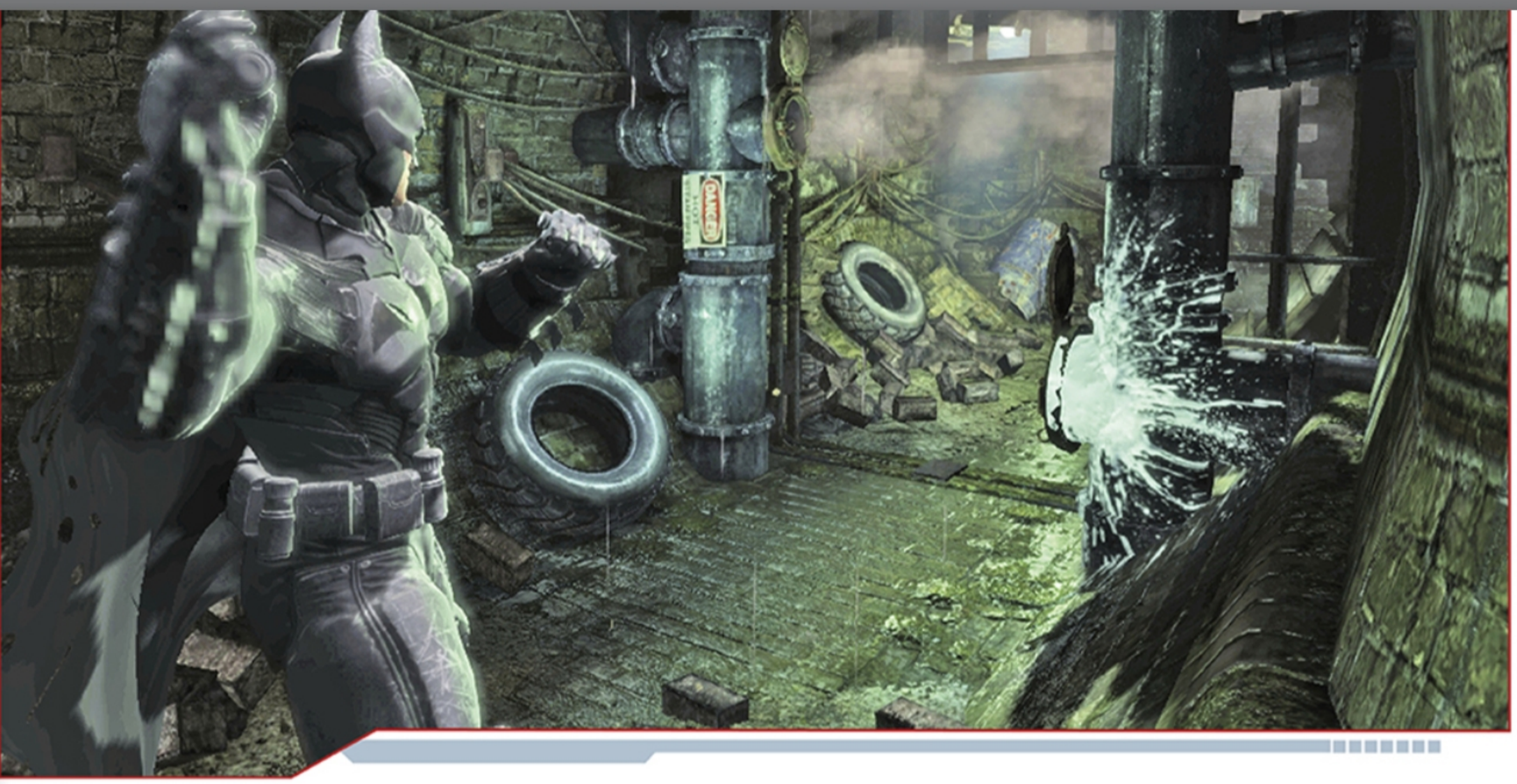
GLUE GRENADE

Directly apply this non-lethal projectile to restrain a single enemy. You can use this effectively in combat situations via Quick-fire controls; just quickly tap the Crouch button twice. The unique buoyancy effect of the Glue Grenade adhesive allows it to create a platform, which can float temporarily on water. You can also use it to plug leaky pipes.

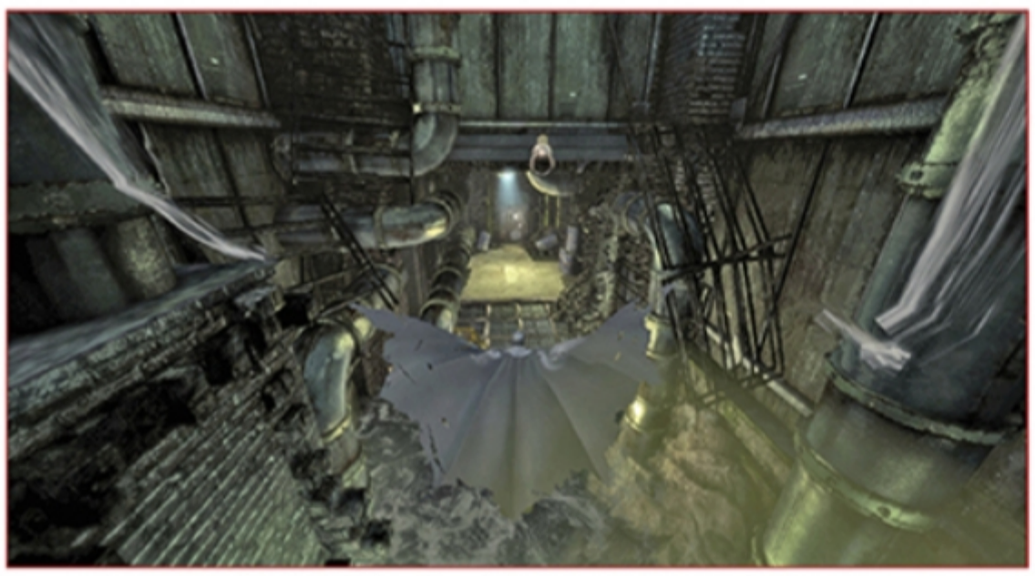
SCAN THE CORPSE IN THE GCPD MORGUE

Return to the sewer entrance that you used to reach the GCPD Telecom Room. Watch out as you get close—a sniper stands guard from the GCPD helipad. Additionally, a group of SWAT members hangs out just in front of the station. Use the Disruptor on the sniper once you are in range, or guide a Remote Control Batarang into him. Enter the Gotham City Works building, and drop into the manhole to reach the Burnley sewers.





Follow the corridor until you reach a point where steam blocks your progress. Plug the pipes by quick-firing a few Glue Grenades in that direction. Continue around the corner until you reach a ledge. Glide down to the lower level, and enter the door. Follow the path to the derelict elevator shaft. Use Glue Grenades to plug two more leaks as you proceed under the morgue's sign.



Climb the ledge ahead, and use the Cryptographic Sequencer to enter "DEADHOUSE" as the password in the security console. This unlocks the hatch above, giving you access to the morgue. Batman quickly recognizes the body on the gurney as one of Bane's men: the one seen earlier in the holding cell.

Use the Evidence Scanner to scan the corpse. Then, walk over to the computer on the nearby table, and use it to learn about a new drug similar to Venom that greatly strengthens a person but can cause loss of memory. At that point, Batman picks up the signal for the tracker placed on Bane.



BIRD MOST WANTED NOW AVAILABLE



After scanning the corpse at the morgue and starting on your way out, a report sounds over police radio about a scuffle that may involve chemical weapons. To start this side mission, head to the southwest corner of the Coventry District and investigate the gang fight. For full details, check out the Most Wanted chapter of this guide.



LOCATE THE TRACKER PLACED ON BANE

COMBAT ENCOUNTER

THREAT: Low

1 Armored Sniper

COMBAT ENCOUNTER

THREAT: Low

1 Melee Weapon

4 Enemies

1 Firearm

Exit the police station through the Burnley sewers. Travel to the north, along the length of the bridge, and then angle to the left. Enter Park Row on the west side and cautiously move to the north, since snipers are placed above your destination and on two nearby rooftops. Take cover if you see their distinctive laser targeting beams. Get on the walkway that runs along the top of the west wall, then take out the sniper who stands above your objective. Drop straight down and eliminate the four thugs guarding the entrance.





COMBAT ENCOUNTER

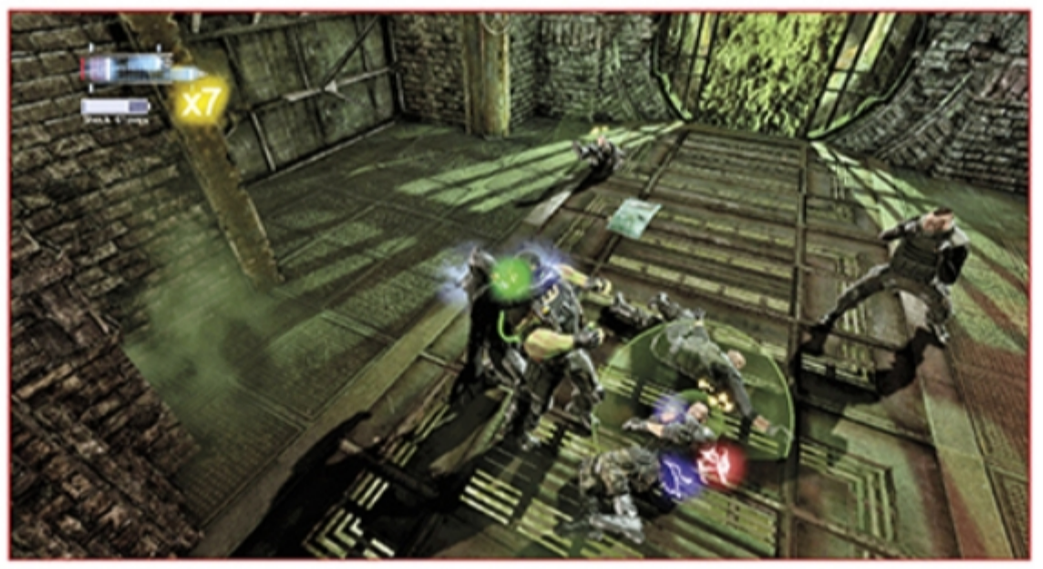
THREAT: High

1 Venom User

4 Enemies

1 Shield

Enter the nearby door and descend the steps. Pry the HVAC systems cover off the right wall, then crawl through to the Sewers Access. Go down more steps and through the opening in the bars. Climb onto the railing, and look straight down to spot five hostiles below. Target the thug farthest away, knock him down with a Glide Kick, then use an Aerial Attack on the foe with the shield and a Cape Stun/Beatdown combination on the Venom User as you secure the room.



Spray Explosive Gel on the destructible surface, detonate it, and approach the ledge ahead. Look down at the water, and quick-fire a Glue Grenade to form a raft. Hop on and use the Batclaw on the rings ahead to guide Batman around the corner to a walkway on the left.





COMBAT ENCOUNTER

THREAT: High

4 Enemies

2 Venom Users

1 Melee Weapon

1 Shield

Open the double doors, and a group of Bane's men knocks you back. This posse includes two Venom Users and a shield-wielding enemy. Keep an eye on these enemies as you beat them all down. Use your Special Combo Takedowns on the Venom Users to simplify the fight. Go through the next door to enter Bane's Field HQ.



Descend the stairs, and rapidly press the Run button to open the reinforced door. Step into the office on the right, and inspect the tape on the right to unlock an Extortion Audio File in his Profile. Inspect the screen on the left, exit the room, and take a closer look at the gurney. Step up to the walkway ahead, and follow it left and into the back room. Here, Batman discovers Bane's other obsession. Exit Bane's headquarters as the hero warns Alfred to secure himself in the Batcave.



RETURN TO THE BATCAVE

Run back to the sewer and use a Glue Grenade raft and the Batclaw to traverse the water. The GCPD dispatcher mentions a flying suspect with a jetpack over the police radio. It looks like Batman must make a detour on his way to the Batcave. Once he's on dry land, Batman hacks into Firefly's communication channel. With the Cryptographic Sequencer open, place the cursor into the circle and decode the broadcast.



APPREHEND FIREFLY AT PIONEER'S BRIDGE

Travel to the Gotham City Pioneer's Bridge. Once he reaches the end of the bridge, Batman programs the Batwing flight pattern to distract Firefly.



WARN GORDON ABOUT THE BOMBS

COMBAT ENCOUNTER

THREAT: High	1 Melee Weapon
4 Enemies	1 Firearm
1 Armored Enemy	1 Shield

With the assassin out of the way, grapple north along the bridge, and land on the eastern edge of the middle pillar. Gordon has already entered the bridge, but a few of his men guard the door below. An armed foe stands on a platform next to the door, while four more cops are gathered up near the water. Drop onto the enemy with the gun and finish him off with a Ground Takedown. Eliminate the rest of the group, and then enter through the door.





1	Bridge Entrance	3	Freight Elevator Shaft
2	Maintenance Room	4	To Boiler Room Maintenance

TWO ASSASSINS STILL AT LARGE

This takes you to the maintenance room of the bridge's middle pillar. Move down the steps, and Batman attempts to warn Captain Gordon about the bombs.



LOCATE FIREFLY'S BOMBS

Go over to the elevator and enter "COASTGUARD" into the security console. Step inside and grapple up to the left ledge. Climb the ladder, then continue around the perimeter until you reach a dead end. Use the Batclaw to pull an HVAC system cover off the wall and climb inside. Around the next corner, another ladder leads you to a portable generator.





1 Boiler Room
2 Bomb 1
3 Maintenance Elevator Access
4 To Elevator Shaft

Continue around the edge of the elevator shaft, grappling up when you hit a wall. One more ladder leads you directly to the Boiler Room Maintenance Access door. Turn right in the maintenance corridor, and grapple up another level. Select the Batclaw, pull the vent cover off the wall, and climb inside. Knock out the cover at the other end, then climb out onto a vantage point.





Charge the generator up with the Shock Gloves to open the gate, allowing access to a ledge on the other side of the shaft. First, you must quick-fire three Glue Grenades to plug a line of pipes, and then you must jump across the gap. Follow the walkway to the right and grapple up a couple of floors. Around the next turn, run off the edge, and jump over to a beam that runs along the far side. Shimmy to the right until you can drop down to another platform.



PREDATOR ENCOUNTER

THREAT: High

2 Thermal Goggle Enemies

4 Armed Enemies

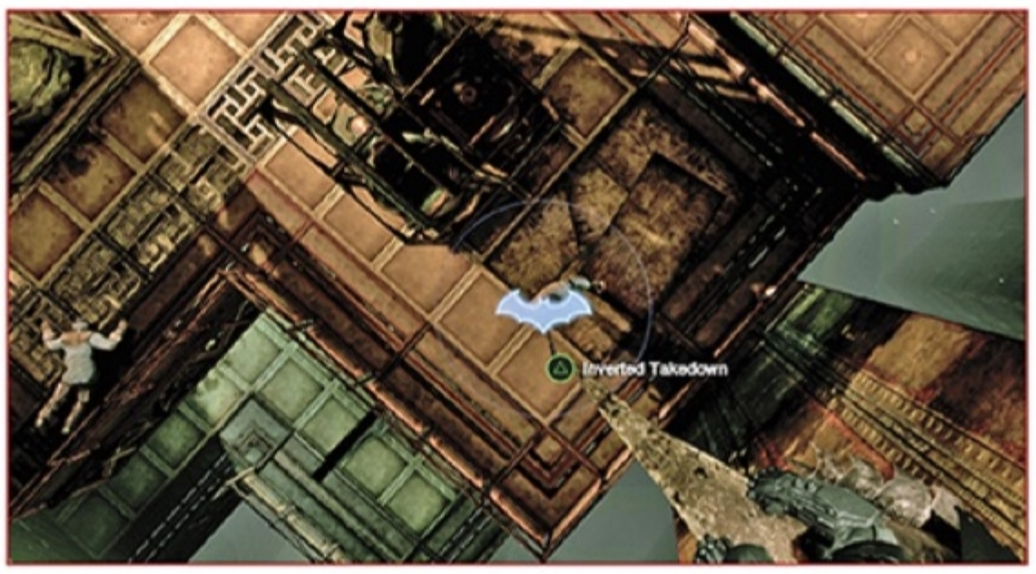
1 Jammer Enemy

The boiler room is a big square room with vantage points hanging all around the outer walls. A boiler in the middle blocks the center of the room, as vantage points give you a perch at each corner. A lower platform with walls around the outside allows an enemy to hide from plain sight. The usual takedowns are available throughout the map. Floor grates run along many of the walkways. A weak ceiling on the backside allows for a takedown from above. An enemy who hangs out near the railing is ripe for a Ledge Takedown.



The jammer enemy tends to initially patrol the lower level. Therefore, if you want to get rid of him first, you must either get his attention with a distraction or go in after him. Pick off each enemy with a Silent Takedown, an Inverted Takedown, or any of the numerous finishing moves at your disposal. The final hostile gives himself up with hands thrown in the air. Move over to his location and interrogate him about the bombs. He states that there are four bombs in all and discusses where they can be found.



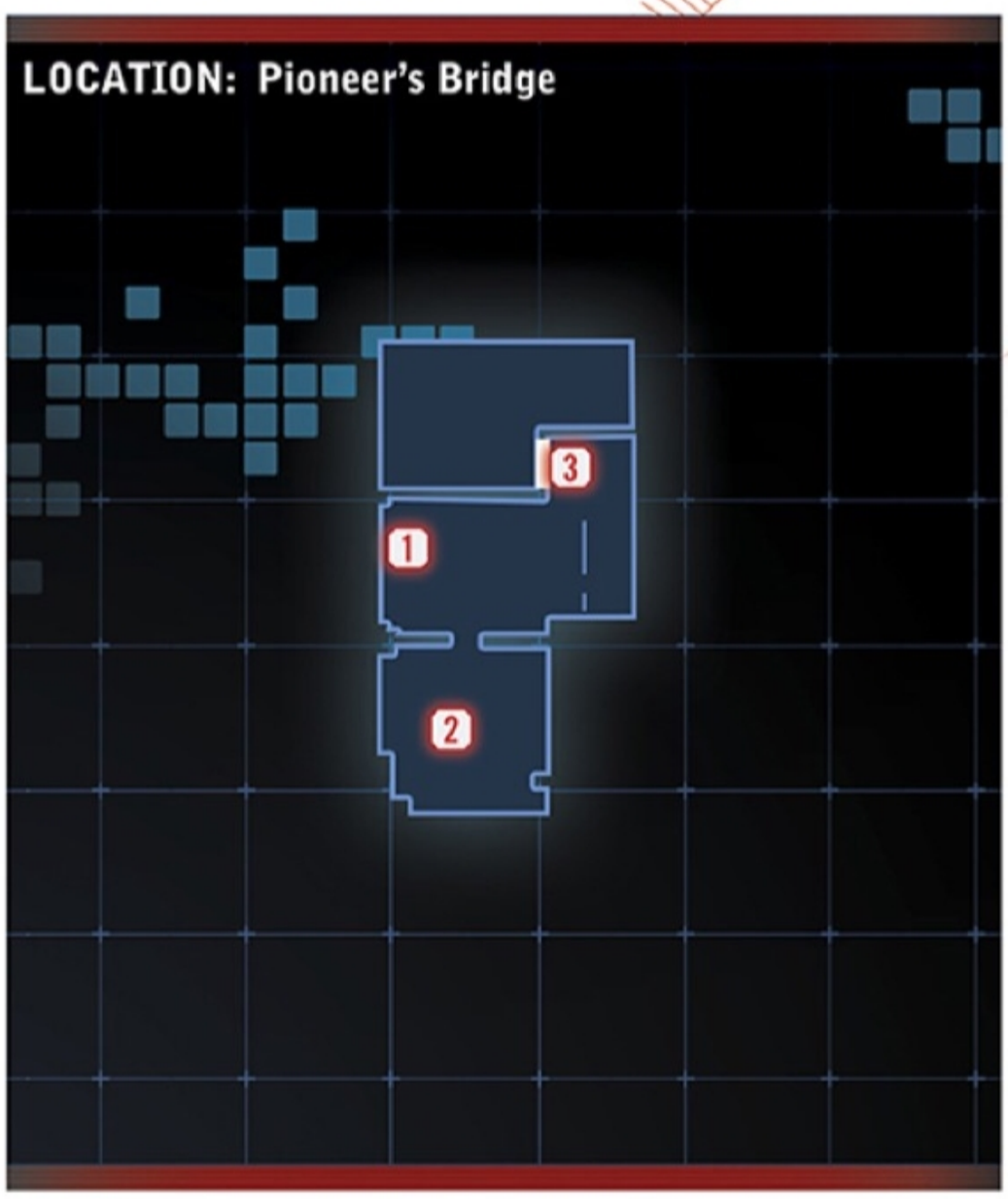


DISARM THE BOMB IN THE BOILER ROOM

Step up to the explosive device that sits in front of the boiler, and remove the cover. A security console sits inside the box and requires three passwords to disarm the bomb. A timer has been added to the detonator, providing extra pressure toward the situation. First, you have 21 seconds to enter the password "PYROMANIAC." Take fewer than 19 seconds to enter "EXPLOSIVES." Finally, 17 seconds is all you get for the final password, "FLAMMABLE."



DISARM THE BOMB IN THE TRAIN STATION



1 Train Station Maintenance

2 Freight Elevator Shaft

3 To Train Station

The second bomb is located just above in the train station. Exit the boiler room to the right and follow the Maintenance Elevator Access around the corner.



Step inside the elevator, then push the button. When it comes to a stop, move to the back of the elevator shaft, climb onto the ledge, and continue up the ladder until you are just outside the electrical room. Charge up the portable generator on the right to bring the elevator the rest of the way up.



COMBAT ENCOUNTER

THREAT: High

2 Firearms

4 Enemies

1 Stun Baton

Step over to the wood paneling and knock it down with one punch. Four thugs have captured two police officers inside. Avoid the Stun Baton-wielding enemy's attack as you disarm the two enemies with firearms. Keep the combo going as you defeat the quartet. With the room secured, talk to Branden around the corner, and when he attempts to punch Batman, counter him to knock him out. Climb the two ladders on the right, and enter the door ahead to reach the train station.



STUN BATON ENEMY

Attacking a Stun Baton-wielding enemy head-on knocks Batman back and causes damage to his Combat Armor. These foes' attacks cannot be countered, either. You must redirect them with a Redirect move and attack from behind.



PREDATOR ENCOUNTER

THREAT: Low

4 Armed Enemies

Four hostiles hold a group of hostages in a train car on the platform ahead. Two stand guard next to the railing above, while the other two patrol the area below. Grapple up to the platform next to the two men, and perform a Double Ledge Takedown on them. Move around to the backside of the train or find a vantage point to avoid detection. This leaves only two thugs. Dispose of them with Silent Takedowns or something a bit louder, such as an explosive to the face.



On the north side of the station, enter the door marked "Control Room." Climb upstairs, and activate the lift by pressing the big red button. This lowers the train car. Dive through the window, grapple up to the platform, and approach the second bomb. Remove the cover to expose another security console. This detonator requires three passwords, with the same time restrictions as before. Quickly use the Cryptographic Sequencer to enter the following: "UPINFLAMES," "ACCELERANT," and "NITROGLYCERINE." This disarms the second bomb, but your attempts to gain access to the north end of the bridge are unsuccessful. You must take care of the southern bomb next.







1	FIREFLY	5	To Freight Elevator Shaft
2	East Bridge Interior	6	Train Station
3	Control Room	7	South Pillar Electrical Room
4	Bomb 2	7	Bomb 3

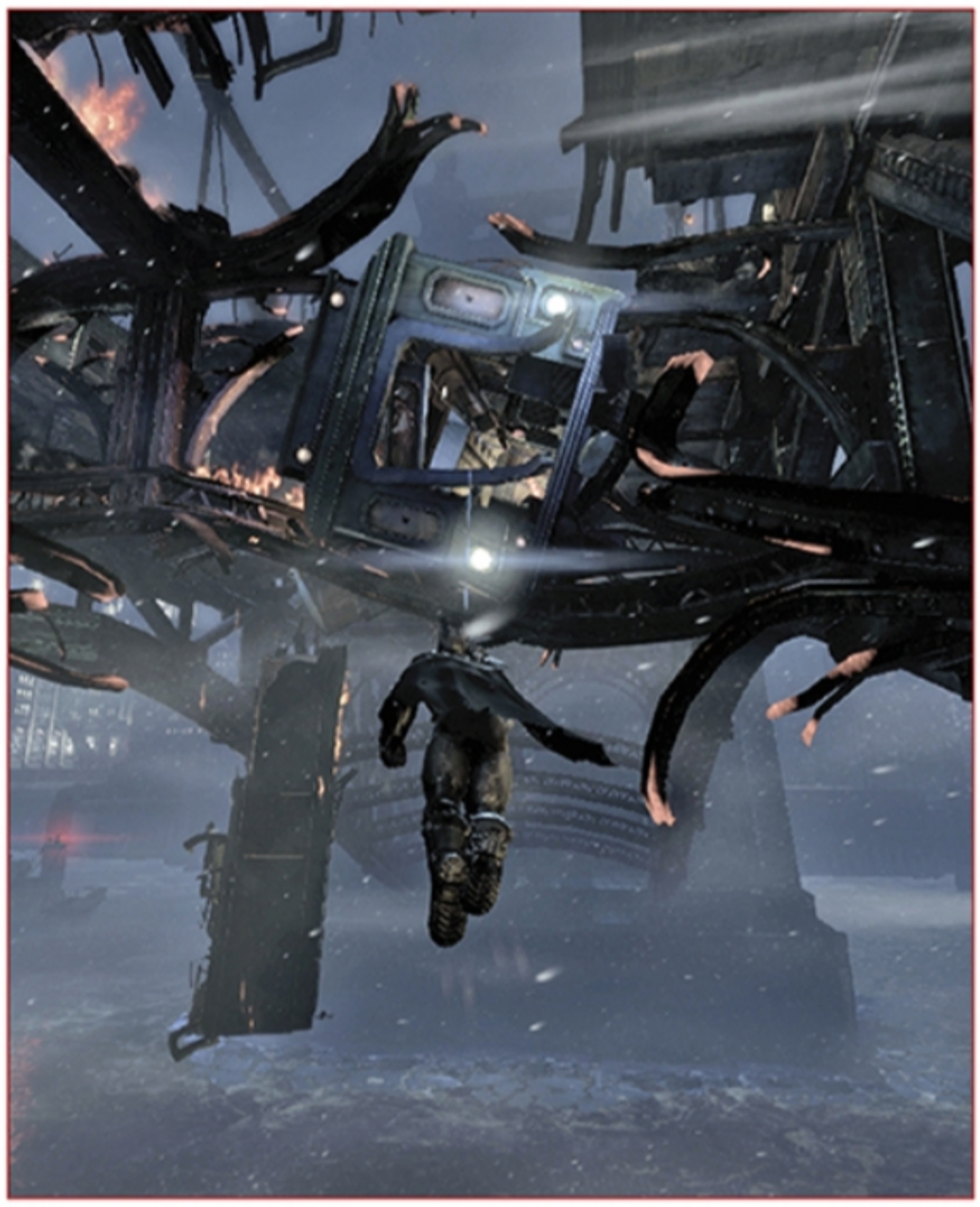
DISARM THE BOMB AT THE SOUTH PILLAR

You can talk to the hostages through a window on the side of the train car. Once you are ready, exit through the open door to the southeast and continue into another opening on the right. Charge up the electrical subsystem next to the door, then move into the south maintenance corridor.





Slide under the pipe as you run south, spraying Explosive Gel on the destructible surface when you reach the dead end. As you do so, an explosion rocks the bridge, sending you down to a rubble platform below. Move forward and, once you have an angle at the train car on the left, grapple inside. At the opening on the left side, hop over to the curved beam and then on over to another. Select the Remote Claw, and fire it at an anchor point inside a dangling car to the south.



PREDATOR ENCOUNTER

THREAT: Medium

3 Snipers

Hop over to the high-tension cable, walk to the right, and grapple into another train car. Use the Grapnel Gun again to get atop a more stable car. Three snipers stand guard along the bridge ahead, but they are spaced out enough that you can knock each one out without bothering the others. Sneak up on the first foe and perform a Silent Takedown. Quickly escape up to one of the vantage points that lines the corridor.



When the far sniper moves away from you, drop down and take out the second enemy. Get behind the final man, and eliminate him with another Silent Takedown. Continue down the path, and enter the door on the left to find the south pillar electrical room.



COMBAT ENCOUNTER

THREAT: Extreme

9 Enemies

1 Armored Enemy

1 Stun Baton

1 Shield

2 Melee Weapons

1 Firearm

1 Knife

A variety of enemies are standing in a circle inside the next room. Hop in the floor grate, and follow it to the middle of the room. You can select almost any enemy in the group to eliminate first, so pick the one who gives you the most trouble, such as the Stun Baton, armored, or shielded enemies. Once the room is secure, walk east to the switch, and use it to gain access to the fenced-in area. The third bomb sits inside, so step up to it and remove the cover. With the same time limitations as the other two, enter "COMBUSTION," "SMOLDERING," and "INCENDIARY" as the three passwords.





DISARM THE BOMB AT THE NORTH PILLAR

Return to the corridor, head north, and jump the gap. Step inside through the hole in the wall and continue along the left edge. At the far end of the room, leap across the gap to the right to reach a destructible surface. Spray Explosive Gel on the wall and detonate it to return to the spot where you previously fell through the floor. Jump across the hole, then slide under the pipe to return to the barred door. Charge the electrical subsystem with the Shock Gloves, and open the door to find yourself back inside the train station.



PREDATOR ENCOUNTER

THREAT: Medium

4 Armed Enemies

1 Sniper

Five armed hostiles guard the station now, including a sniper. As you move up the right corridor, one of the enemies heads your way. Snap to cover against the left wall and take him down as he moves through the doorway. Your next target should be the sniper just inside on the right platform. Grapple up to the scaffold, shimmy around to the sniper, and pull him over the railing with a Ledge Takedown. Knock out the final three thugs with a variety of takedowns, and then move north to the fire gate.



COMBAT ENCOUNTER

THREAT: Extreme

10 Enemies

1 Firearm

1 Melee Weapon

1 Shield

1 Knife

Once the gate opens, step up to the electrical subsystem on the left and charge it up with the Shock Gloves. Go through the door to reach what is left of the west corridor. Grapple up to a beam to the north, run off the other end, and jump over to the platform. Shimmy around to the left as you close in on Firefly. Grapple up to the street sign on the side of the bridge, where three thugs wait on the other side. Watch out for the fire that spreads along the road as you drop down to the street and pummel these opponents into unconsciousness.

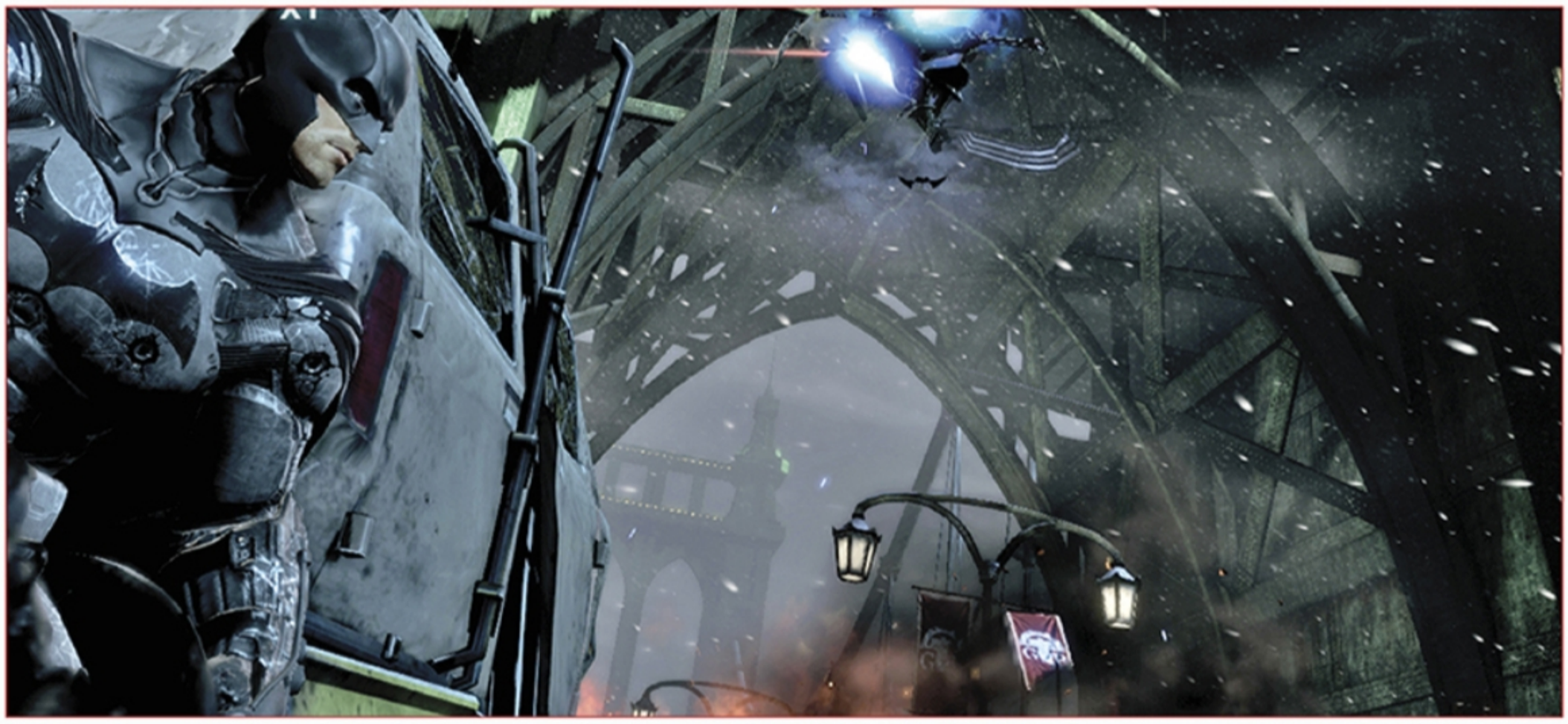




APPREHEND FIREFLY AT PIONEER'S BRIDGE

This brawl gets Firefly's attention, and he attempts to fry Batman with his flamethrower. Once you regain control, fire the Batclaw by pressing the button shown. This grabs the villain's left arm as he decides to take the vigilante for a ride.





A FIERY MENACE

After breaking free, Batman takes cover behind a van to avoid being scorched by the assassin's fire. Firefly also tosses grenades, so watch out for the grenade icon that signifies one is incoming. Evade to the side to avoid the explosion.

The red bolts above Firefly's head let you know that he is readying his flamethrower. As the fire flows Batman's way, dodge to the side. The attack knocks Batman down, damaging both his Combat and Ballistic Armor. Quick-fire Batarangs whenever you get the chance to disrupt the assassin.



The villain's weapon misfires regularly, giving you a chance to hit him with an attack. Bind him up with a quick-fired Glue Grenade. It takes Firefly some time to free himself, so rapidly toss Batarangs to knock his health down a tad. Be ready, he attacks as soon as he has rid himself of the glue.







Continue hitting Firefly with Glue Grenades and Batarangs until you knock him out. Take advantage of this state by quick-firing the Batclaw at the boss. Once you have grabbed him, rapidly tap the Run button in an attempt to pull him down. If unsuccessful, the claw simply breaks loose. The first time you are able to pull him all the way in, Batman uppercuts the assassin. The second time, Batman hops on his back and punches him a few times.

This sends Firefly into a fit of rage, and he covers the bridge in a stream of fire. This uncovers the bomb detonator, but fortunately, the villain's attempt to blow up the bridge fails. This changes the location of the boss fight, since you no longer have a vehicle to hide behind. The bad guy tosses six grenades at once at Batman, who evades this attack and jumps into a hole in the bridge.



(CONTINUES ON NEXT PAGE)



Once you get the chance, grapple over to a beam on the side of the bridge, where Firefly immediately fires his flamethrower your way. Quickly walk the length of it until you are able to get up to the bridge ahead. When you reach the street, evade backwards as he sprays a line of fire from the right to the left. Run to the right, jump over to the pickup, and then head back to the left, sliding under the semi to avoid being hit by the assassin's fire again.



This sets the fight up at another location. Now, Firefly launches three grenades at a time. Avoid the blast by quickly running to the other side of the area or using an evade roll if the grenades are close.



The red marks above the villain's head still signify that a stream of fire is coming, so avoid the attack by evading to the side. Two vehicles seem to offer protection, but once Firefly's flame hits a car, it is sent flying to one side or the other.



Watch out when Firefly flies directly at Batman, spraying a line of fire along the way. Dodge to the side, and turn around to face him. His gun jams again, so swiftly quick-fire a Glue Grenade at him. Follow that up with a series of Batarangs.

Continue to barrage the assassin with the projectiles while watching for incoming grenades. Once you've knocked him out, grab him with the Batclaw, and pull him in. Just as before, the first time you get him in, Batman uppercuts the foe. After reeling him in a second time, Batman hops onto Firefly and gives him a couple of quick punches.







With very little health left, Firefly flies around to the other side of the bridge. Evade his numerous grenade attacks by rolling to the sides. Once you gain the ability to grapple onto the villain, do so. This sends you both flying along the bridge. You get a couple of opportunities to counter the enemy while you hold onto him—as he dives toward the road just before the middle pillar and when he aims his weapon at you. With a successful counter, Batman grabs onto the flying assassin and finishes him off.



THE FINAL SHOWDOWN



RETURN TO THE BATCAVE

After finishing up at Pioneer's Bridge, Batman heads straight for the Batcave. The place has been destroyed and Alfred is nowhere to be found. Move down the steps to the Batcomputer and repair it.



RESCUE ALFRED



Detective Vision reveals that Alfred is trapped beneath the platform. Climb onto the left railing, and glide down to the rocks below. Jam on the Run button to remove the rubble that lies on top of the butler. You must remove three boulders to reach him. Activate the Shock Gloves, and then press the strike button to shock Alfred. Repeat this four times to bring him back. Meanwhile, the police dispatcher reports that there is trouble at Blackgate Prison.

STOP THE JOKER



1	START	4	Sewage Flow Control Room
2	Main Entrance	5	Prison Maintenance
3	Sewers Access	6	To Prison Nexus

COMBAT ENCOUNTER

THREAT: Extreme	2 Stun Batons
9 Enemies	3 Melee Weapons
1 Armored Enemy	1 Shield
1 Firearm	





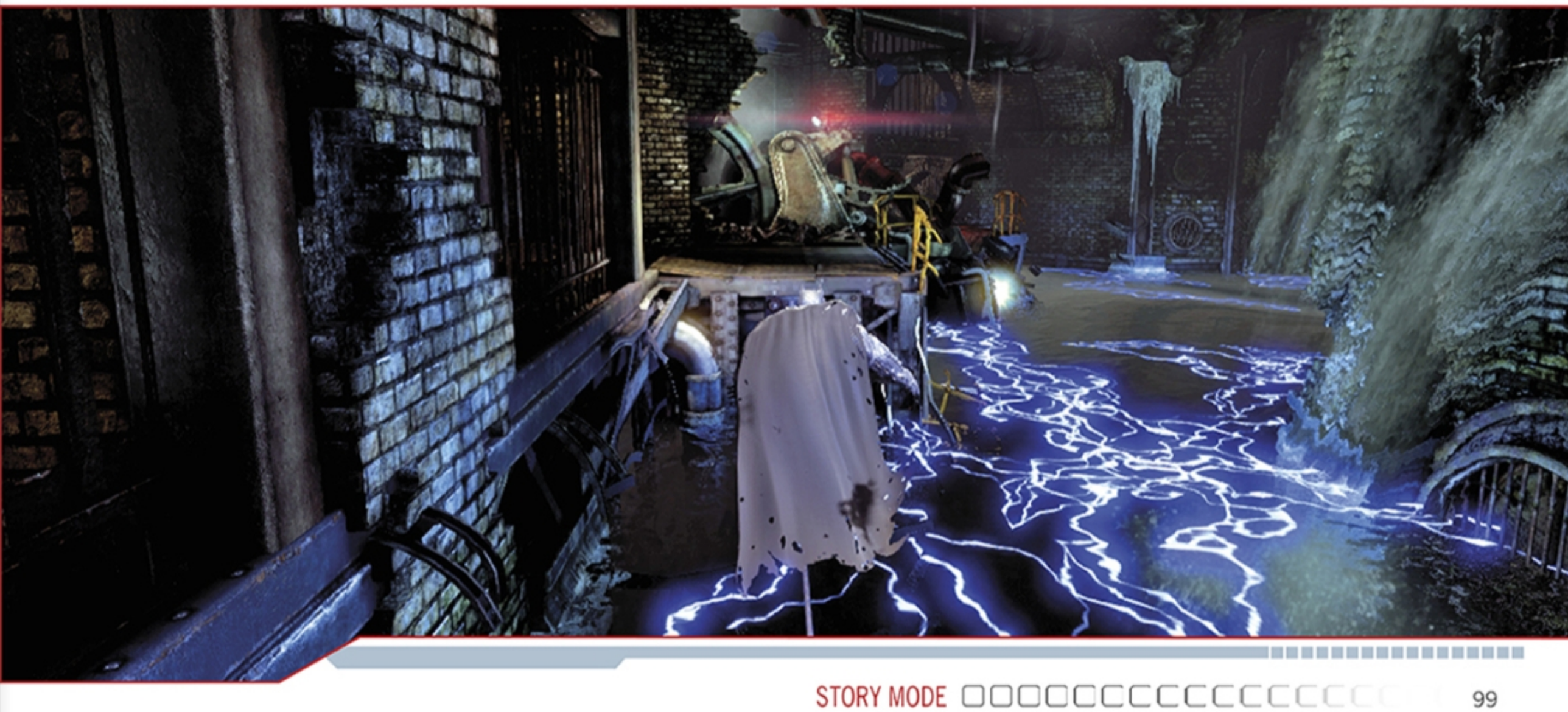
Batman takes the Batwing down to the main entrance of Blackgate. Grapple up to the top of the gate ahead, and observe the prisoners there, who have captured three guards. There are 10 men in all, and one is fully armored. Start the fight by using the Remote Claw to attach the armored enemy to the explosive on the right. Follow this up by knocking a thug or two down with a Glide Kick. Projectiles and a gun locker allow the prisoners to add more difficulty to the fight, so be alert as you bounce between the thugs. Spin the camera around so that you can keep an eye on the foes with guns, batons, and shields. Once the area is clear, Batman talks to the prison guards. At this point he asks for help from the police department.

GAIN ACCESS TO BLACKGATE PRISON VIA THE SEWERS

A nearby manhole cover provides Batman access to the sewers. Follow the path around to the left until you reach a destructible section of the floor. Spray Explosive Gel on the weak point and detonate it. This sends Batman down through another section of the floor. When he reaches the bottom, grapple up to the middle level. Run off the ledge ahead, then fire the Grapnel Gun to cross the gap. An anchor point is located under each platform if you would rather walk a tightrope to travel across.



Move around the left bend and drop down to the lower platform. Electricity in the water prevents making a raft, so use your Remote Claw to place a cable to the walkway ahead. Do this again to the right to reach a small ledge in the corner. Climb up to the narrow walkway and follow it to the left. Place Explosive Gel on the destructible surface, then blow it open.



Spot the platform in the far corner and glide over to it. On the side of the right wall, a control panel allows electricity to flow through the water. Destroy the panel by pressing the Run button. This clears the water, allowing for raft access.





Quick-fire a Glue Grenade into the water ahead and hop on to the resulting raft. Fire the Batclaw at a ring in the flooded corridor, then continue through the narrow opening. Keep moving north until you can grapple up to a walkway above. Enter the Sewage Flow Control Room on the left, and press the button on the console to create an electric current on the opposite wall. Throw a Remote Control Batarang through that small opening, so that the Batarang picks up an electric current. Once you're inside the next room, guide the Batarang into a fuse box that hangs on the left wall. This closes the water gate below and fills up the central area with water.



COMBAT ENCOUNTER

THREAT: Medium

4 Enemies

1 Melee Weapon

1 Knife

As the raft moves around to the right, perform three more glue grenade quickfires to block the steam pipes and destroy the steam grinder, before grappling up to the platform. Enter the door ahead as three prisoners hang out in the prison maintenance area. Use the Remote Claw to attach the fire extinguisher on the left wall to one of the convicts. The smoke screen causes chaos in the group, so take advantage and thrash the quartet. Once you've secured the area, charge the portable generator with the Shock Gloves to make the elevator come crashing down.





Create a Glue Grenade raft in the water, jump over to it, and pull it over to the destructible surface ahead. Use Explosive Gel to bust a hole in the wall, and step into the adjoining room. Steam blocks your access to the next area, so plug the two pipes with a couple of quick-fired Glue Grenades. Toss some more down at several more steam pipes, and then create a Glue Grenade raft below. Hop down to the float as the current immediately pushes forward. Duck as it continues under the pipe and, once Batman is upright, quick-fire a Glue Grenade at the steam pipe on the left.





1 Panopticon
2 Panopticon Access
3 Cell Block B
4 Block B Holding Cells
5 Cell Block B Access
6 To Sewer Access
7 Nexus

PREDATOR ENCOUNTER

THREAT: Extreme

6 Armed Enemies

2 Thermal Goggles Enemies

1 Minelayer

1 Sniper

1 Heartbeat Monitor

Climb on top of the elevator car, and then grapple up to the floor above. Enter the nearby door to reach the prison nexus, where 10 hostiles have taken a few prison employees hostage. You start in a ventilation area that connects to a lower floor through the right HVAC shaft and to an upper area through the left. This is a great location to escape to if you are discovered. The nexus has various small rooms and areas where you can isolate an enemy for a Silent Takedown. Vantage points hang around the outside wall, as well as at each corner of a central chamber, where the hostages are being held. Destructible walls and floor grates allow you to vary the types of takedowns you can employ.





There are many ways that you can clear out the room, but this is a good option to start the encounter. Crawl into the right shaft and bust out the cover straight ahead. Sneak up behind the nearby convict, and then knock him out with a Silent Takedown. Move down to a second thug who has his back turned straight ahead and eliminate him in the same manner, setting up for a quick exit to one of the central vantage points as you do so. Prisoners converge on your first victim, so a hasty exit is necessary. Work your way around the four central perches so that you can drop behind the sniper who stands guard atop the middle room. With this guy out of the way, move to the outside vantage points and survey the situation. Watch out for the two guys with Thermal Goggles, and make sure you don't get stuck on a spot that they scan.



Once you've secured the room, talk to Harleen Quinzel, who inform you that your objective is in the Panopticon. Glide down to the northern door that the camera focused on, and enter Cell Block B Access. Follow the path through the holding cells into Cell Block B, where more prisoners are giving the prison guards some trouble.



COMBAT ENCOUNTER

THREAT: High

5 Enemies

1 Melee Weapon

1 Shield

Five prisoners present a high-level threat, since one starts with a shield and another has a melee weapon. Projectiles and broken bottles are also available to the hostiles. String together one long combo to eliminate the group, spinning the camera around so you can spot any new weapons. With the area secure, climb the stairs on the left side, and proceed to the next corner to visit Deathstroke. Continue around the outside of the room, then descend the steps in the opposite corner.



COMBAT ENCOUNTER

THREAT: Extreme

17 Enemies

1 Enforcer

2 Martial Artists

4 Melee Weapons

2 Shields

Twenty hostiles hang out in the northern section of Cell Block B. Two carry shields, four have found melee weapons, two are trained martial artists, and one Enforcer plows through the group. Start the fight by attaching the fire extinguisher to one of the tougher prisoners to create a smoke screen. Be sure to keep the camera moving, as projectiles are constantly tossed into the mix as you concentrate on the fight.

Remember to use Aerial Assault on the shield-carrying enemies, avoid or Cape Stun the Enforcer, and be ready to counter the masked convicts. Broken bottles can be picked up, so stay alert for blade attacks. Use the added strength and speed of the Shock Gloves once they are available.





COMBAT ENCOUNTER

THREAT: Extreme

6 Enemies

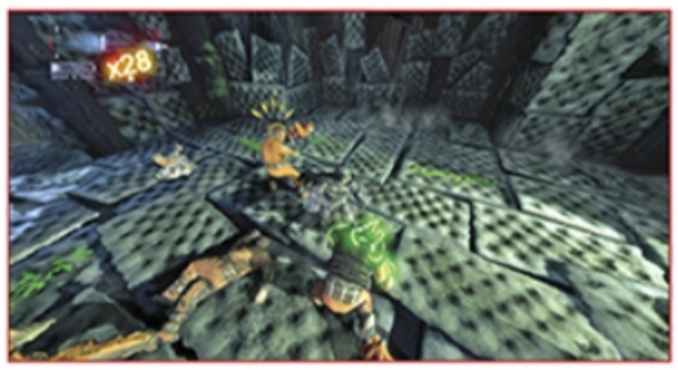
1 Enforcer

2 Venom Users

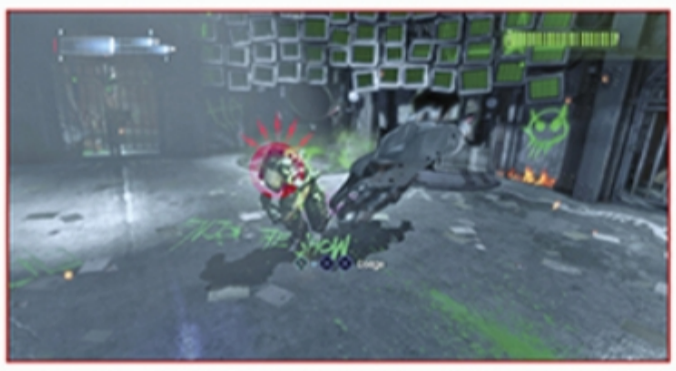
1 Martial Artist

2 Knives

After you clear out Cell Block B, exit through the left door to reach Panopticon Access. Follow the corridor around to the right and through the door ahead, where 10 more hostiles wait for Batman in a well-padded room. There are half as many guys in this fight, but an Enforcer, two Venom Users, and a Martial Artist mean that you must be ready with the proper attack at all times. Add a gun locker to the room, and any of the prisoners can become a significant threat. Save your Special Combo Takedowns to weaken the Venom Users as you flow between the convicts. Exit through the north door to finally reach the Panopticon, where Warden Joseph is being held hostage on a platform above.



A SERIOUS THREAT



Bane wears a heartbeat monitor that charges up an electric chair with every beat, so Batman must make a decision to kill Bane or whoever sits in the chair. Bane starts the fight with the same moves that he presented before. Evade his three charge attacks. Then, as he performs a ground pound, evade toward him so that you are off the floor when he makes contact.



Hit Bane with an Ultra Stun by performing three quick Cape Stuns against the hopped-up villain. Quickly follow this up with a Beatdown, and finish it off with a takedown, bringing him back to normal by pulling out one of his venom hoses. Quickly get away as he stomps the ground and repeats his attacks.



Four prisoners are tossed into the ring. Bounce between them to build up your combo multiplier, and use the Special Combo Takedown against the big guy to knock him down a peg. As you fight the hostiles, be sure to keep sight of the charging Bane by spinning the camera around. One tactic to keep him away for a short time is to quick-fire a Glue Grenade. This keeps him busy as you obtain the necessary multiplier.

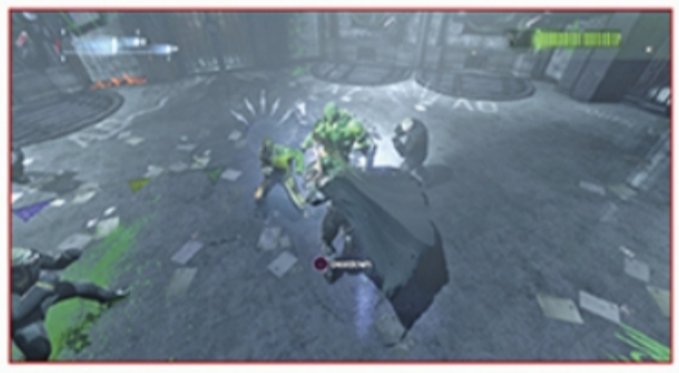


As Batman attempts to perform the second takedown, Bane cracks him across his knee and tries to finish him off. The hero activates his Shock Gloves and breaks free, which starts the second phase of the boss fight.

Several thugs drop in, including a Shock Baton-wielding foe and an armored enemy. This really complicates things, since you must avoid Bane's charges while fending off a variety of attacks.



Stay alert as enemies come after Batman from all angles. Fortunately, Bane's vicious moves knock down anyone in his way. If you are having trouble building up the combo multiplier, take advantage of the time when the thugs are on the ground to hit the main villain with an Ultra Stun, Beatdown, and takedown.





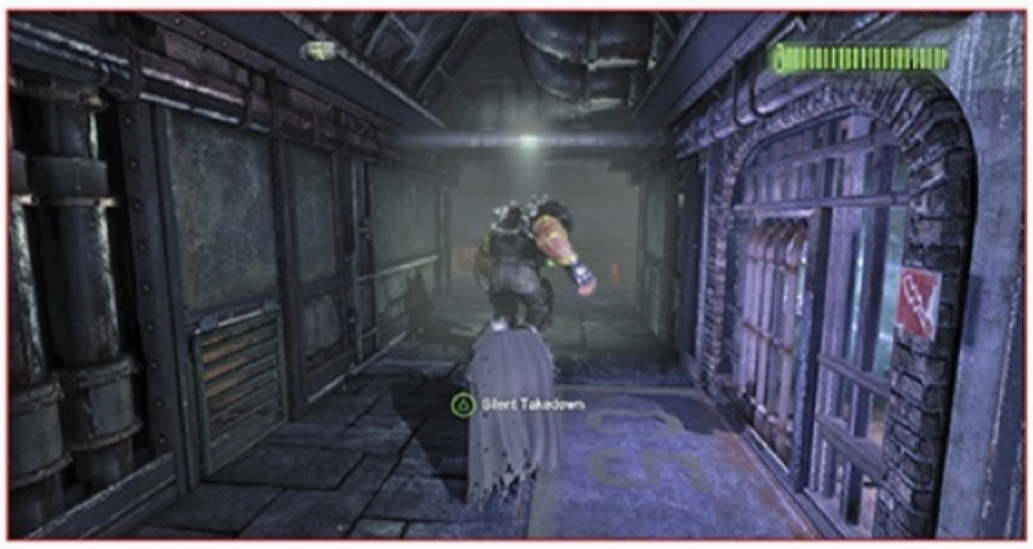
After three takedowns, Batman stops Bane's heart with the Shock Gloves. When you are prompted to do so, use the gloves to shock Bane five times, bringing him back to life. This seems to be a bad idea, as he takes more of the TN1 drug and grows to an enormous size.





A SECOND BATTLE

Batman and Bane both fall into the Maximum Security Ward on a lower level. The assassin is now too strong to fight directly, so Batman must use his predatory skills instead. Alfred reveals that Bane must be taken out within 10 minutes, or he will take out Batman in one hit. A figure-eight of hallways provides floor grates and ventilation shafts around the outside for hiding and performing takedowns. Along the corridors, many of the gates block access to electricity that flows between metal rods. This is where you can cause serious damage to your rival. Once you have control, sneak up behind the boss and perform a Silent Takedown to get things started.



This ticks Bane off, as red warning markings signify that he is preparing to charge your way. Drop a Smoke Pellet and escape around the corner. Wait for him to turn his back, or hop into a floor grate and perform a takedown when given the opportunity. Ideally, you want to perform a Silent Takedown near the metal rods. If you are on his back at one of these locations, perform a Wall Takedown to throw him into the electricity.



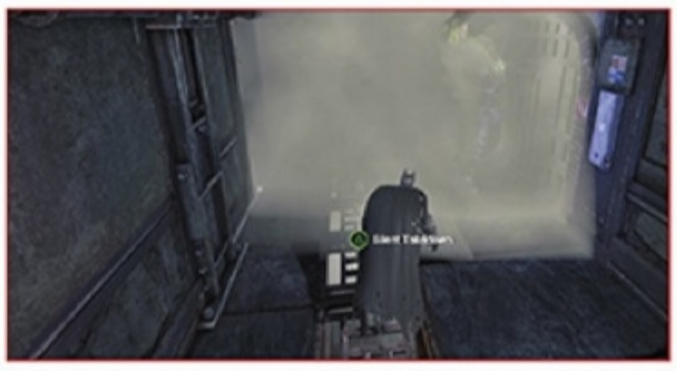
This stuns the big fellow, so strike him until he is knocked all the way back.

Bane does not take kindly to this, so quickly move into a ventilation shaft or floor grate, grabbing or hitting him any chance you get. Take advantage of the fire extinguishers that lie around, or throw down a Smoke Pellet to create a smoke screen. This allows Batman to sneak up on him unnoticed.

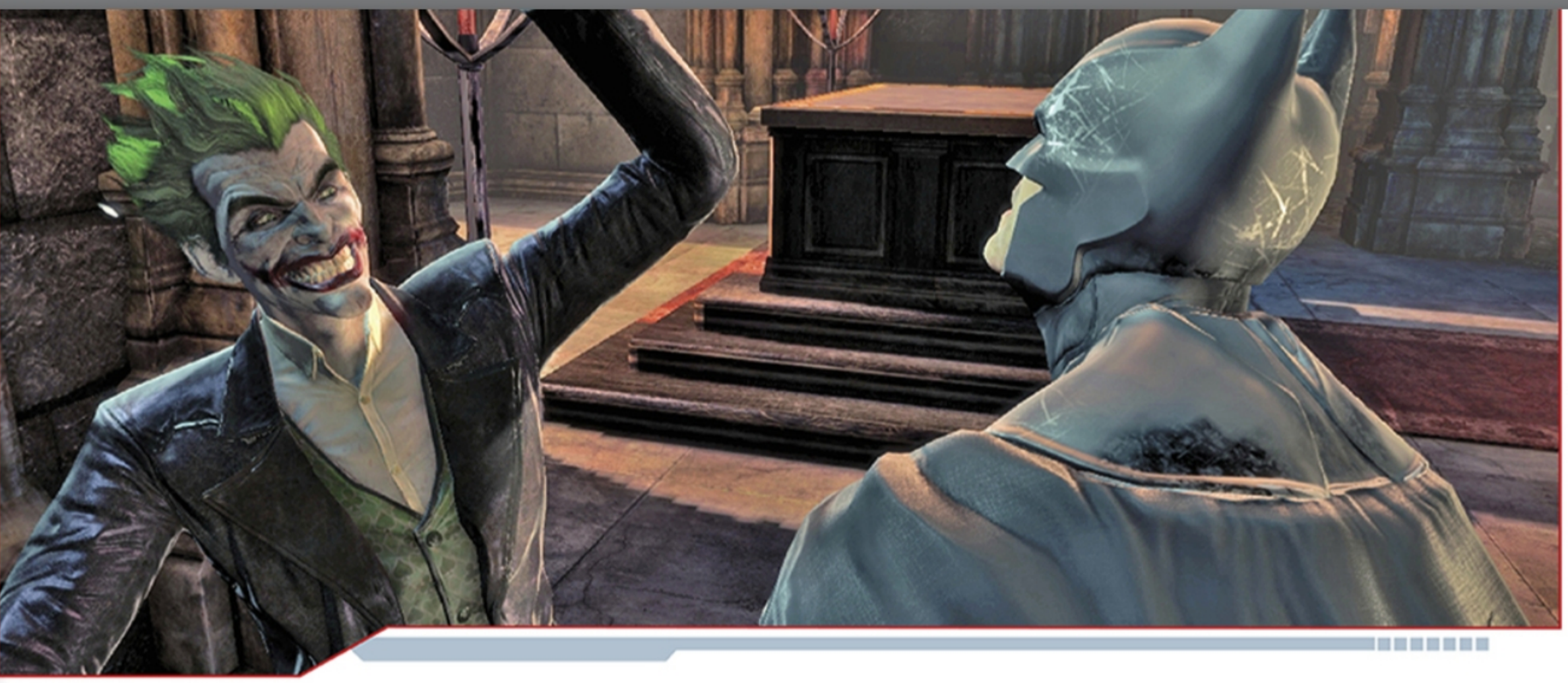
Continue hitting Bane with various takedowns, aiming for the electric current whenever possible. When Bane's health is nearly drained, Batman lets his guard down and is thrown through the wall into the Control Room. The assassin then charges directly at him, but the hero pulls out the Remote Claw and aims at an anchor point on the left wall. Fire the gadget at points on both sides of the corridor. This reels the beast in as electricity flows through him, finishing him off for good.











STOP THE JOKER

That leaves one villain left that you must take care of. Move to the far corner of the Control Room, and grapple up to a small opening above the door. Crawl through the ventilation system to reach Death Row. Climb down to the first floor to find Warden Joseph, who warns you about a sniper at the other end of the room. Just then, Captain Gordon shows up and takes the guy out, although a slew of enemies arrives in the meantime.





1. Prison Chapel
2. Execution Chamber Access
3. Death Row
4. Control Room

COMBAT ENCOUNTER

THREAT: Extreme	2 Shields
6 Enemies	3 Melee Weapons
2 Martial Artists	1 Knife





In a true sign of cooperation with the police, help Captain Gordon keep the prisoners away from Warden Joseph. This encounter presents a wide variety of enemies, but only the shield-bearing foes have an attack that cannot be countered. Work your way around the group alongside the captain until Death Row is once again secure.

Go through the west door, and cut through the Execution Chamber Access to reach the prison chapel. You find the Joker inside. When he pulls a gun on Batman, press the Counter button to knock him across the room. Walk over and hit him a couple times before the vigilante tosses him back across the chapel. The Joker grabs a couple shards from the broken stained-glass window, swinging them at the hero. Quickly counter his two attacks, and follow it up with four Beatdowns, one after another. This satisfying pummeling of your archrival brings the Story Mode to a close. You are now free to complete any unfinished side missions or play New Game Plus.

ESCAPED BLACKGATE PRISONERS MOST WANTED NOW AVAILABLE

After completing the Story Mode, Batman gets a call from Captain Gordon about 20 escaped convicts. Complete this side mission by finding and defeating all of them. See the Most Wanted section for more information.

MOST WANTED

As you progress through Story Mode, nine side missions unlock. Completing these side missions allows you to earn extra XP. To see which ones are available and check on your progress in each, select the Most Wanted tab in your Mission Interface menu.

ENIGMA



UNLOCKS

Cryptographic Power Amplifier	Complete an Extortion File by collecting an entire set of Enigma DataPacks
Cryptographic Range Amplifier	Destroy all components of Enigma's Network Relay in one district

Enigma's Most Wanted is the most extensive of the side missions and requires the most time to fully complete. He has placed jamming devices at each of the GCR Comms Towers. There are seven in all, one in each district. Batman must figure out how to get inside the Tower Maintenance Access of each tower and hack into the security console. Once you've removed this interference, you then have access to the Batwing Drop Point in that district. Plus, the locations of 10 Network Relays in the area are revealed on the map. You must destroy these devices with a quick-fired Batarang.







Enigma has 20 Extortion Files that he is threatening to release. In order to prevent this, you must collect all of the pieces that compose each file. Each Extortion File consists of 10 DataPacks for a total of 200 pieces that are hidden around Gotham City. Collect a full set to decipher the file. For each Extortion File, there is an Enigma Data Handler, who reveals the locations of the 10 DataPacks when interrogated.





Enigma's Most Wanted becomes available after Batman solves the Coventry Tower Deathtrap Casefile and hacks into the Coventry Comms Tower. This is when you first have access to the open world. At this point, Enigma's headquarters appears on your map in the northwest corner of Burnley District. Look for the green Gotham City Rail billboard, and bust through the weak point in the middle to find the entrance. Ride the elevator down to hear from the villain. You are unable to destroy his computer initially, as it is protected, and the security console that keeps the left door shut cannot be hacked because of interference. You must destroy all 70 Network Relays to access Enigma's server. Find all 200 Enigma DataPacks to unlock his secret room.

For each district, this guide shows a map with the DataPacks, Network Relays, and Data Handlers called out. You can also read how to hack each GCR Comms Tower and collect the DataPacks.

>>PARK ROW

Gadgets Required for Comms Tower: Remote Control Batarang, Cryptographic Sequencer



- Enigma Data Handler
- Enigma Datapack (✻Interior)
- Network Relay
- Batwing Drop Point
- GCR Comms Tower

The GCR Comms Tower in Park Row is located in the far northwest corner. Glide down to the low roof east of the tower, and take care of the five thugs who hang out there. Hop into the floor grate and crawl through the ventilation to get inside. Face south, and toss a Remote Control Batarang through the slit in the fence. Guide it close enough to the electric current on the left to pick up the charge, and then plow it into the fuse box on the far wall. Pull open the door, step inside the maintenance access area, and use the Cryptographic Sequencer to enter "IDONTTHINKSO" as the password.

Three of the Park Row DataPacks are located indoors, with one at each of the following locations: Bane's field headquarters, the courthouse, and the church.



ENIGMA DATAPACKS

EXTORTION FILE #1-1

Gadgets Required: Explosive Gel



Glide around the right side of the building, located just east of the Comms Tower. Land next to the small shack in the back, and use Explosive Gel to get inside. Collect the DataPack from within.

EXTORTION FILE #1-2

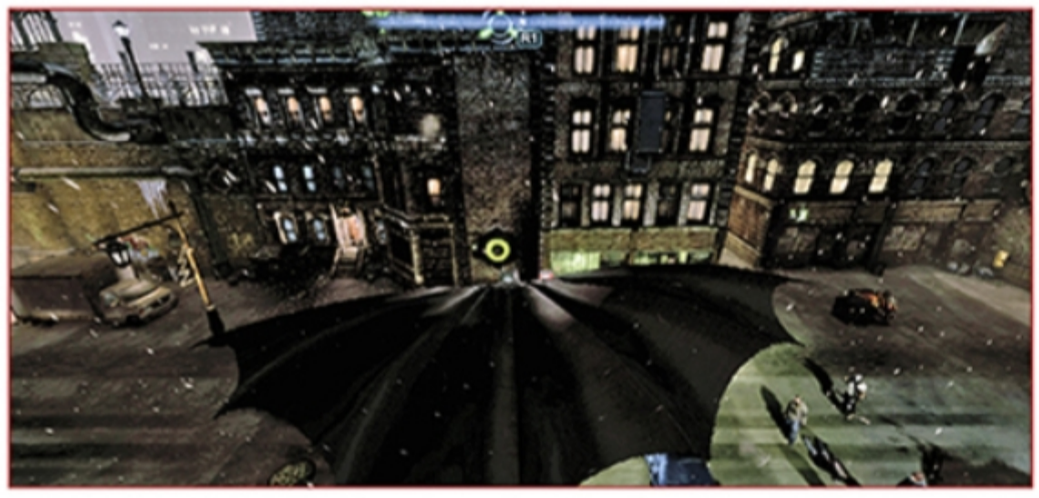
Gadgets Required: Shock Gloves



Access the roof just west of the GCR Comms Tower, and approach the portable generator. Get it back online with your Shock Gloves, and then immediately run across the four pressure pads to the left. This unlocks the DataPack that hangs on a cable behind you.

EXTORTION FILE #1-3

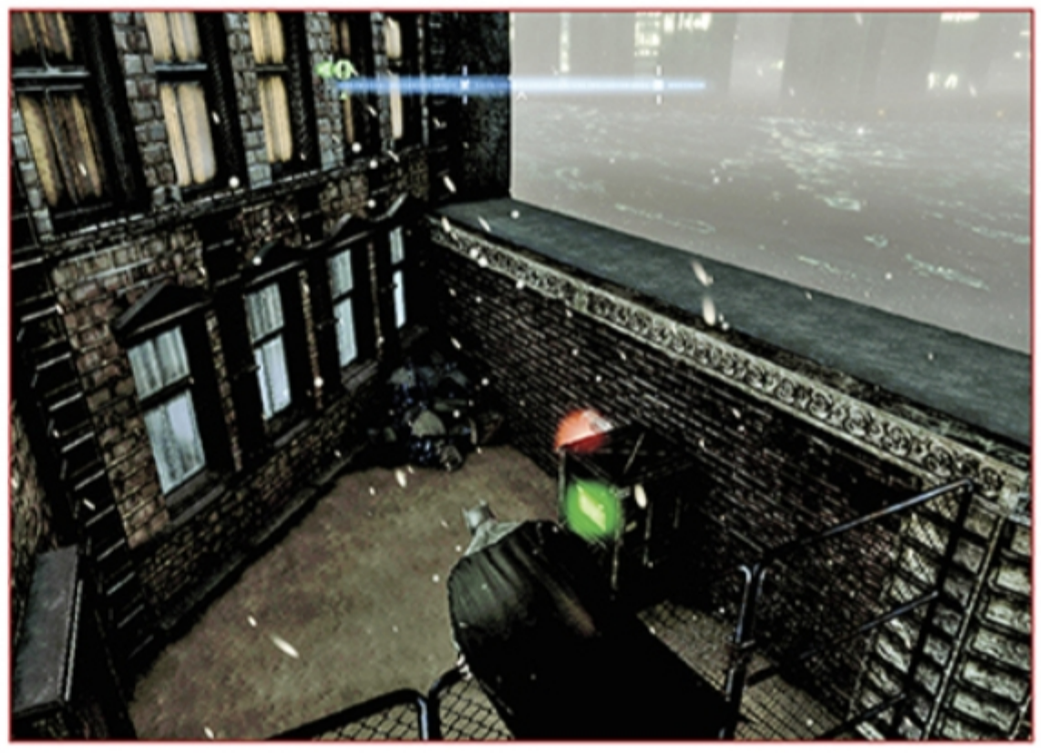
Gadgets Required: —



On the lower roof, south of the Comms Tower, a pressure pad is lit up and ready for you to start a challenge. Across the street, another switch has been placed on the side of a building, while a third one is just below the first on the side of that structure. Once you step on the first one, you have 10 seconds to press the other two to unlock a DataPack down on the street. Step off of the roof after activating the first switch, and glide across the street to the second. Push off of the wall, and then sail toward the third one, touching it to unlock the prize.

EXTORTION FILE #1-4

Gadgets Required: —

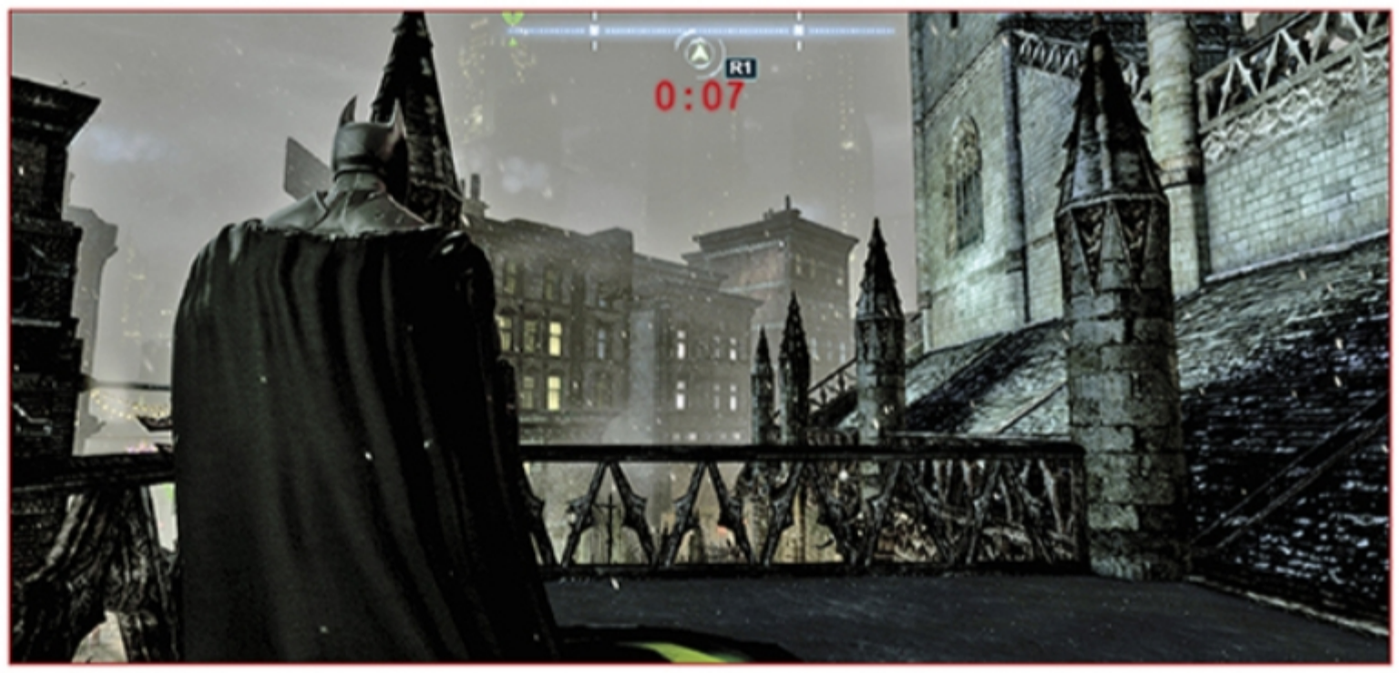


Behind a northeast building, directly next to the highway, is a small fenced-in area. Hop the fence, and destroy the computer to gain access to the DataPack.

EXTORTION FILE #1-5

Gadgets Required: Batclaw

On the southwest roof of the church is a pressure pad. Stepping on it unlocks a DataPack on the back of the church's tower, but you only have seven seconds to collect it. Once the switch is activated, immediately grapple onto the main roof, closer to the item. Pull out your Batclaw and use it to grab the prize.



EXTORTION FILE #1-6

Gadgets Required: Explosive Gel



Find the big apartment building with the Soder Cola neon sign on the side of it, then grapple to the roof. Use Explosive Gel on the weak wall of the roof access area to get

EXTORTION FILE #1-7

Gadgets Required: Batclaw



Glide over to the Transatlantic by Air billboard on the far west side of the district, and drop off the backside. Turn around, and use your Batclaw to grab the DataPack that hangs from the back of the sign.

EXTORTION FILE #1-8

Gadgets Required: Batarang



On a landing on the back side of the big building with the pink neon sign, a DataPack hangs on the wall, below five switches that light up from left to right and turn off in the opposite order. Aim a Batarang at the rightmost switch and, once it lights up, let it fly to score the reward.

EXTORTION FILE #1-9

Gadgets Required: —



Inside the main room of the courthouse, search on the northwest platform to find a DataPack.

EXTORTION FILE #1-10

Gadgets Required: —

Inside the church, enter either ventilation shaft to the right or the left of the organ. Follow it to the back to find the DataPack.



EXTORTION FILE #2-1

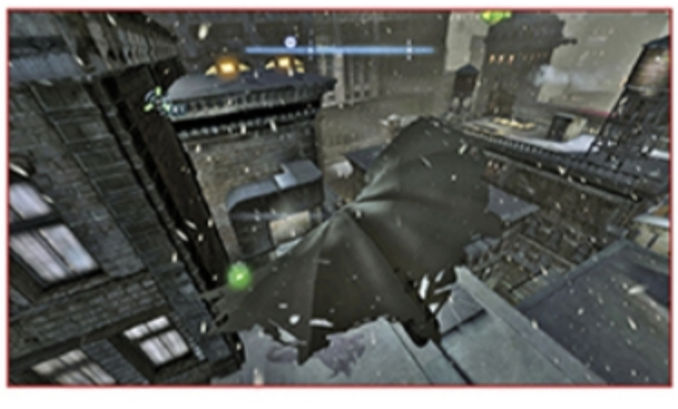
Gadgets Required: Explosive Gel



On the roof of the building, east of the Monarch Theater, a roof access area is located next to a water tower. Use Explosive Gel on the weak wall to get the DataPack inside.

EXTORTION FILE #2-2

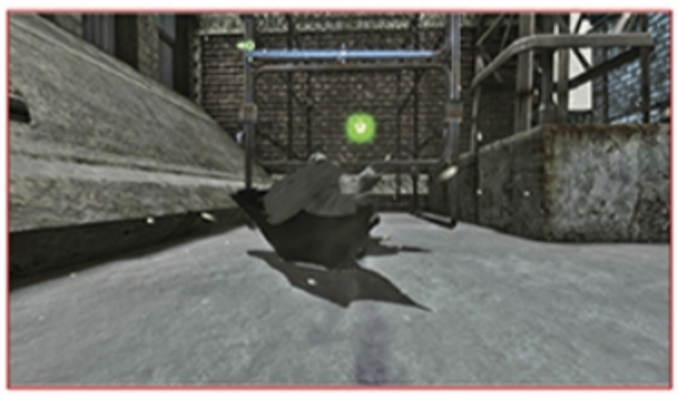
Gadgets Required: —



From a perch on the church tower, glide southeast toward the Light & Power logo. Land on the lower roof, just to the right of the water tower. Search next to the ventilation shaft to find the DataPack.

EXTORTION FILE #2-3

Gadgets Required: —



On the north side of the Light & Power building, find a cage below the light bulb logo. Inside, a DataPack hangs on the wall. Slide under the gate, and collect your reward.

EXTORTION FILE #2-4

Gadgets Required: Cryptographic Sequencer



On the west side of the farthest southwest building in the district, a DataPack is locked up in a box on the wall. Use your Cryptographic Sequencer to hack the security console with the password, "Quandary."

EXTORTION FILE #2-5

Gadgets Required: Shock Gloves, Remote Control Batarang



Look for the residential building on the far south side of the district with a Cale-Anderson billboard on the side. Grapple up to the roof to find a DataPack hanging on a smokestack next to a fuse box. Approach the nearby portable generator and charge it up with your Shock Gloves. Immediately, pull out your Remote Control Batarang and throw it through the electric current to the right. Guide the weapon into the fuse box to unlock the prize.

EXTORTION FILE #2-6

Gadgets Required: Remote Claw



Grapple to the top of the Ace Chemicals building, and face east to find soft wood paneling barricading a small room that holds a DataPack. Fire your Remote Claw at the anchor point just above the weak wall, then step onto the cable. Perform a zip line move to smash through the boards and collect the prize.

EXTORTION FILE #2-7

Gadgets Required: Shock Gloves, Batclaw



From the Ace Chemicals building, glide down to the building to the northeast. Run east and drop onto the roof down below. A portable generator sits in front of five pressure pads, along with five corresponding lights. Use your Shock Gloves to charge up the machine—three lights turn on (1, 3, and 4, if counting from the left). You do not have much time, so run over to the left switch and quickly move around the second one, and then across the third and fourth to unlock the DataPack on the wall. Use your Batclaw to collect the prize. If you step on the second or fifth pads, the puzzle resets.

EXTORTION FILE #2-8

Gadgets Required: Glue Grenade, Cryptographic Sequencer



Glide down to the street north of the Ace Chemicals building, and enter the nearby alley. Quick-fire a Glue Grenade to stop the steam flow, then crawl into the cage. In the back corner, use the Cryptographic Sequencer to enter "TRICKERY" as a password and unlock the nearby DataPack.

EXTORTION FILE #2-9

Gadgets Required: Remote Control Batarang, Remote Claw



Enter the door in the far west side of Park Row that leads down to Bane's headquarters. Crawl through the ventilation shaft, and drop into the Sewer Access. Take the steps down, and look across the room to spot a DataPack lying on the floor and a switch on the wall. Launch a Remote Control Batarang and guide it through the slit, hitting the switch to make a bigger opening in the bars. Fire your Remote Claw at the anchor point above the switch, glide toward it, and then grapple up to the cable. Move into the enclosed room, and drop down to get your prize.

EXTORTION FILE #2-10

Gadgets Required: Batclaw



Enter Bane's field headquarters from Park Row, and follow the path until you reach an office on the right. Step inside, and aim your Batclaw up at a vent cover on the right. Pull it off, and then use the gadget to collect the DataPack from inside.

>>THE BOWERY



The GCR Comms Tower in The Bowery is located on the north side of the district, close to Park Row. During Story Mode, after you take the SIM card from the Penguin's thug, you must deactivate the jamming signal to hack the card. This is covered in detail as part of the Story Mode section of this guide.

Find one of the DataPacks inside the Hat Shop, and two more inside Gotham City Merchant's Bank.



ENIGMA DATAPACKS

EXTORTION FILE #3-1

Gadgets Required: Cryptographic Sequencer



A DataPack is locked inside a lockbox on the back of the building. Use the Cryptographic Sequencer to enter the password, "Chronicles."

EXTORTION FILE #3-2

Gadgets Required: Shock Gloves, Batclaw



This DataPack sits inside the cage to the right of two busted pipes. First, use your Shock Gloves to jump-start the nearby generator and open the gate. Then, use your Batclaw to rip open the pipe above the cage. This releases the steam pressure, allowing Batman to crawl through the cage and get the item.

EXTORTION FILE #3-3

Gadgets Required: Shock Gloves



The DataPack hangs in a lockbox on the wall, with four pressure pads on the ground. Use your Shock Gloves on the generator to have four lights above the box light up in order. Walk over the pads in the same order: top left, top right, top left, bottom left, bottom right, bottom left. Grab the item from the unlocked box.

EXTORTION FILE #3-4

Gadgets Required: —



Grapple up to the tall building on the west side of The Bowery, and face toward the GCR Comms Tower. Jump off the railing, glide toward the tower, and land on the roof to get a DataPack. You might need to use a Dive Bomb to pick up enough speed to make it.

EXTORTION FILE #3-5

Gadgets Required: —

This DataPack rests on a small ledge near the top of the Soder Cola building. You are unable to grapple up to the small platform, so you must use your advanced gliding skills to reach it. Use the Batwing Drop Point in Bowery District, and as you drop, hold down the Glide button while turning right. As soon as you are lined up with the Soder Cola building, and shortly after you start to lose altitude, dive to build up speed, and then pull back so that you can reach the prize.



EXTORTION FILE #3-6

Gadgets Required: Remote Control Batarang, Batarang, Batclaw

This DataPack hangs on the hotel wall in a lockbox. The pressure switches on the right and left sides of the building turn on three more switches above the box. Stand on the right bridge so that you can see the right switch. Use the Remote Control Batarang to press the far button, quickly switch to the Batarang to hit the right one, and then quick-fire three Batarangs toward the final switches above the box. This unlocks the DataPack, which you can grab with your Batclaw.



EXTORTION FILE #3-7

Gadgets Required: —



A DataPack sits inside a fence on a rooftop, which you cannot climb. From the top of the Ace Chemicals building, jump off the south side, and dive bomb into the fenced-in area to get the item.

EXTORTION FILE #3-8

Gadgets Required: Shock Gloves, Batclaw



Use your Shock Gloves on the electrical subsystem on the wall to unlock the DataPack. Grab it with the Batclaw.

EXTORTION FILE #3-9

Gadgets Required: Batclaw



Enter the Hat Shop in The Bowery, and then rip the vent cover off the left wall with your Batclaw. Follow the venting all the way back to a hidden DataPack.

EXTORTION FILE #3-10

Gadgets Required: Batclaw



After entering the Gotham City Merchant's Bank from the roof access area and descending the ladder, look up on the big left gear to spot the prize spinning around. Pull out your Batclaw, and use it to snag the DataPack when it appears again.

EXTORTION FILE #4-1

Gadgets Required: Shock Gloves



The DataPack is locked up in a box on the wall. First, use your Shock Gloves to start up Enigma's puzzle. Three pressure pads on the ground control nine lights on the wall. If a pad is lit up, stepping on it moves the corresponding light up one, or to the bottom if it is already at the top. Once you have the three middle lights lit up, the item is unlocked.

EXTORTION FILE #4-2

Gadgets Required: Remote Control Batarang

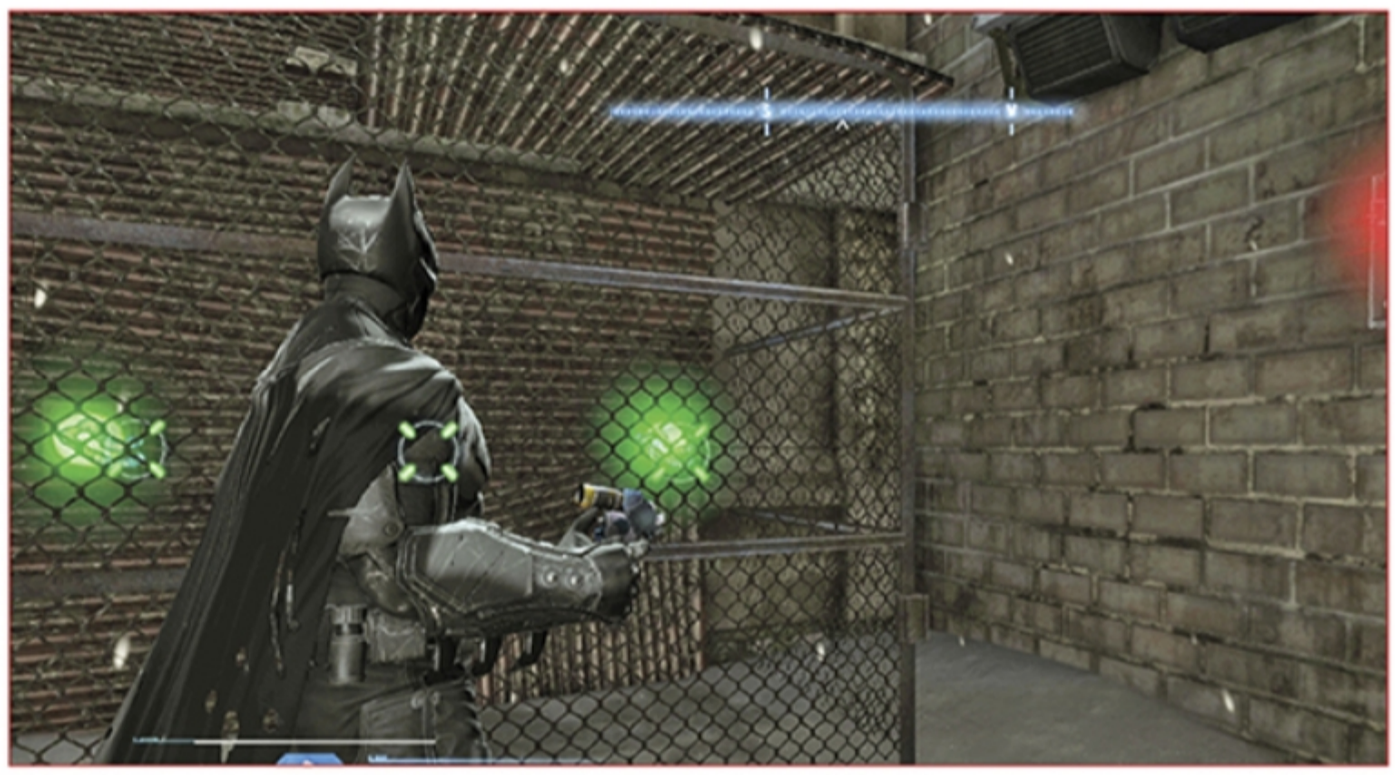


Down a short alley in front of Gotham City Merchant's Bank, a DataPack hangs on a wall inside a cage. Step onto the nearby pressure pad to raise the gate. Toss your Remote Control Batarang through the opening, and hit the switch on the far wall. Slide inside and grab the DataPack.

EXTORTION FILE #4-3

Gadgets Required: Explosive Gel, Batclaw

To unlock the DataPack that hangs on the right wall, you must climb into the cage. Place Explosive Gel on top of each of the three switches. Exit the cage, and step onto the pressure pad to light them up. Detonate the explosive, and then use your Batclaw to grab the item.



EXTORTION FILE #4-4

Gadgets Required: Remote Claw



On the south side of the museum, just west of the Gotham City Merchant's Bank, a cage holds five pressure pads and a DataPack. The idea is to avoid touching any of the pads, or else a gate keeps you away from the item. Enter the cage from the east side, then use your Remote Claw on the two anchor points inside. Grapple up to the wire, and follow it to the other end. Hop off and grab the prize.

EXTORTION FILE #4-5

Gadgets Required: Batarang



Near the Gotham City Light & Power building, a DataPack hangs on a smokestack in a lockbox. Step onto the nearby pressure pad, and throw a Batarang at a switch that lights up on the Light & Power building to the left. Grab the DataPack from the unlocked box.

EXTORTION FILE #4-6

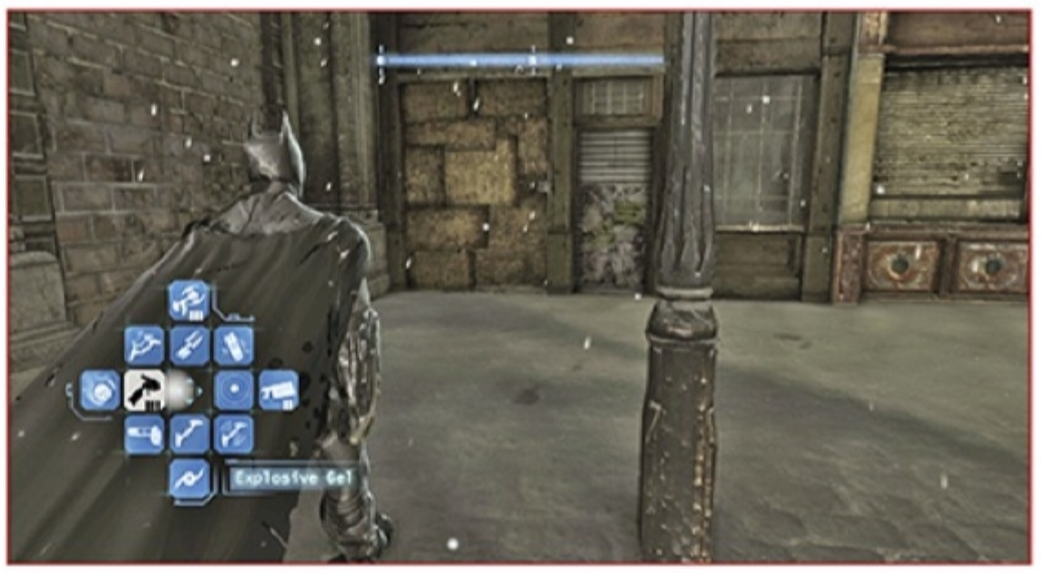
Gadgets Required: —



Grapple up to the top of the building that sits in front of the Gotham City Light & Power sign and is adorned with a face on three sides. Hop off the east side and land on the balcony to find this DataPack.

EXTORTION FILE #4-7

Gadgets Required: Explosive Gel



Glide or take the steps down to the lower level, and head all the way to the south. Take out a weak wall with your Explosive Gel to gain access to the DataPack inside.

EXTORTION FILE #4-9

Gadgets Required: Explosive Gel



From the top of the Gotham City Merchant's Bank, hop off the back, and look for the small shack on the west side. Use Explosive Gel to break down the weak wall, and gather the DataPack inside.

EXTORTION FILE #4-8

Gadgets Required: Cryptographic Sequencer

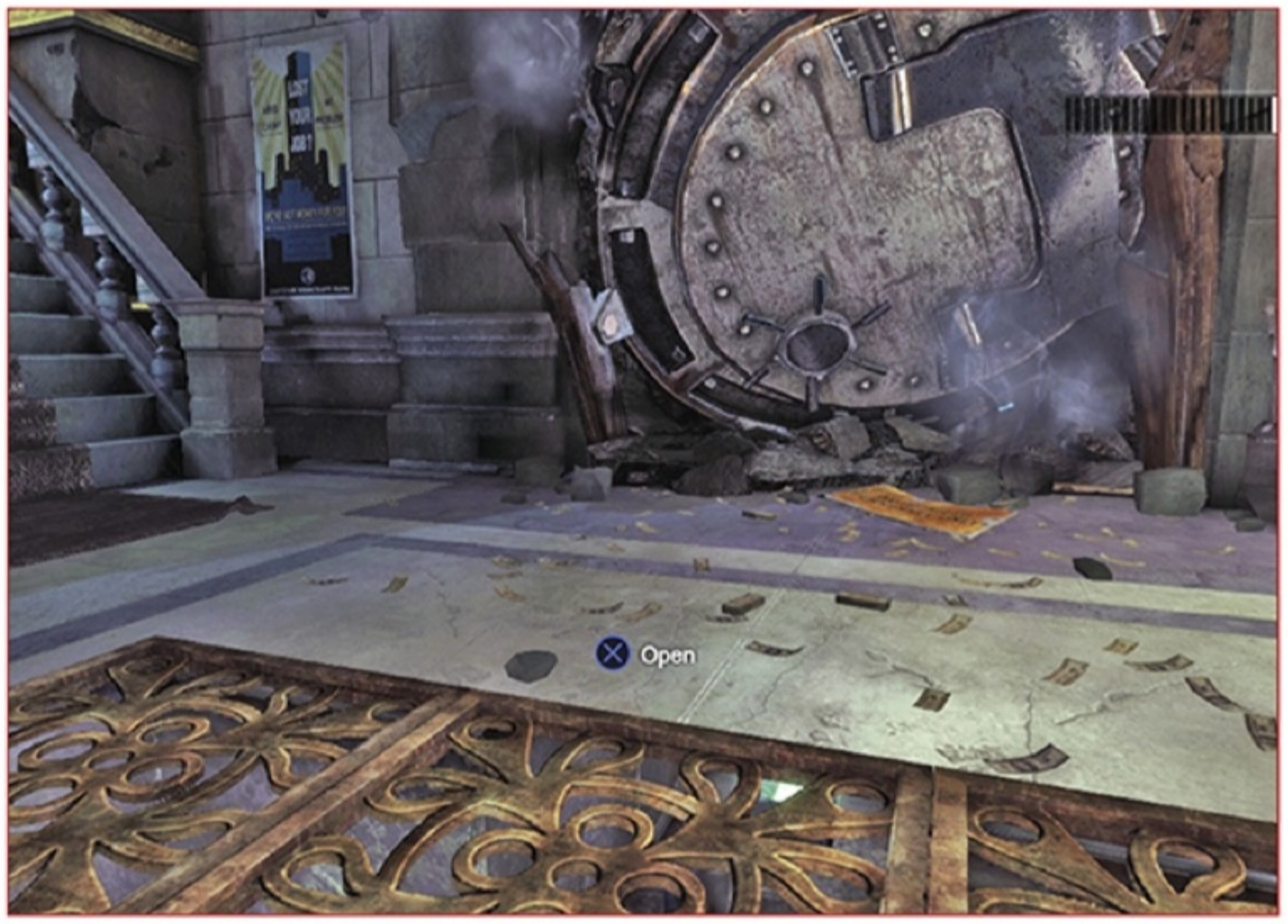


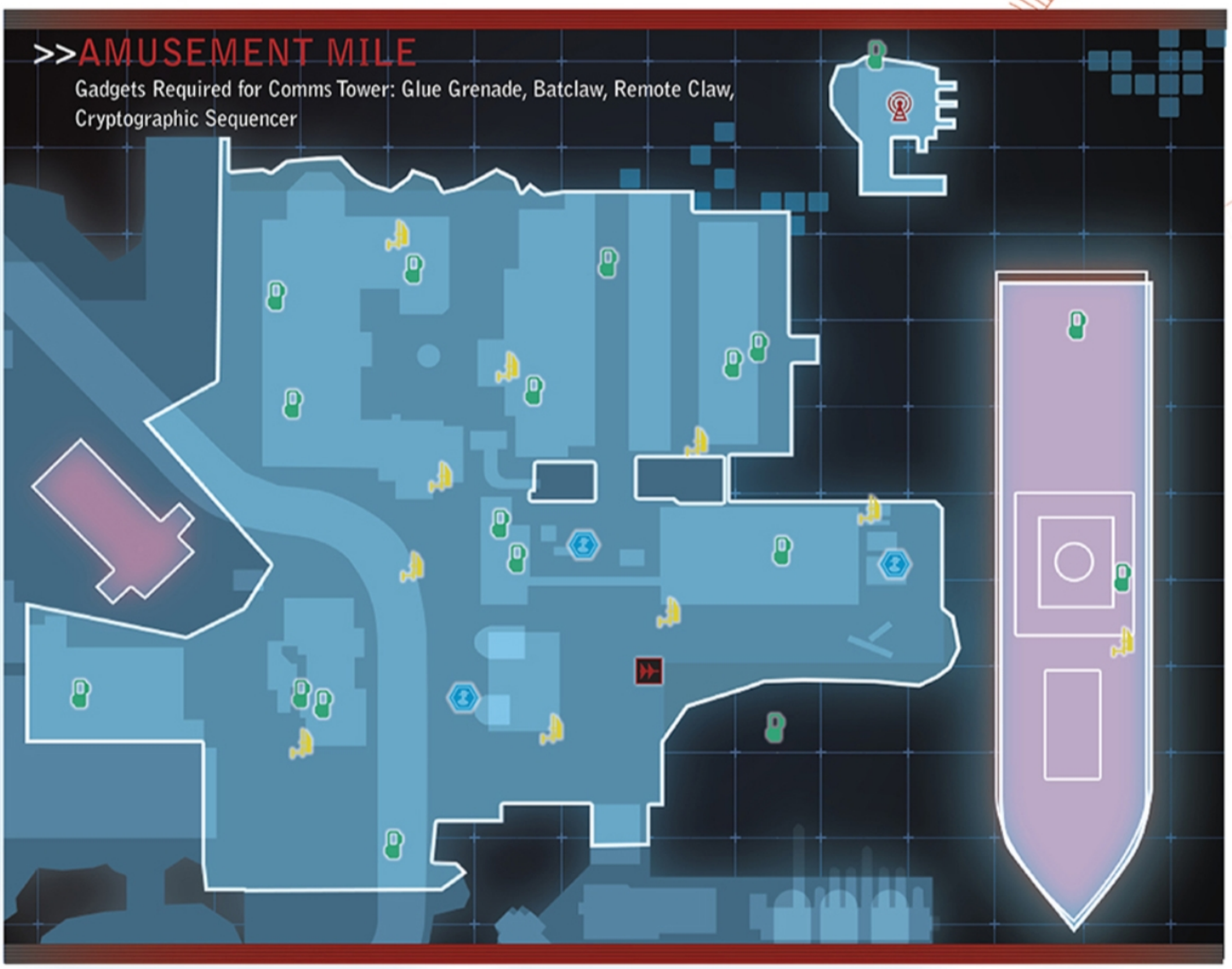
Glide down to the bridge just north of the building from DataPack #4-6, and approach the structure. Hop over the left rail to the balcony and find the security console in the corner. Hack it with the password "SHELLGAME," jump back over the railing, and continue ahead to another balcony. Climb onto the air conditioner unit to get the reward.

EXTORTION FILE #4-10

Gadgets Required: —

Inside the bank, hop into the floor grates at the south end by the steps. There is a T-intersection in the ventilation just in front of the safe. Go into first person point of view at that point to find the DataPack.





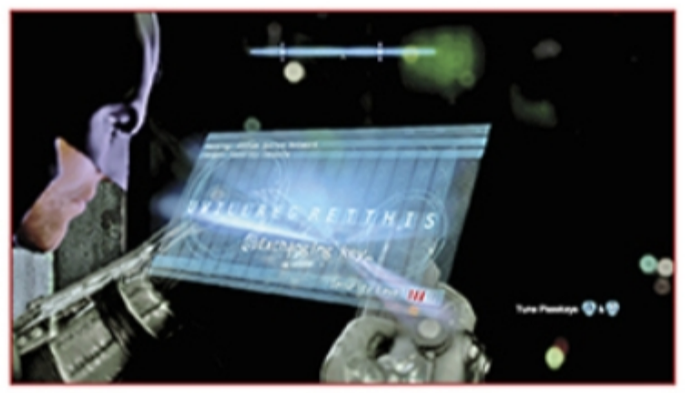
The GCR Comms Tower in Amusement Mile is located on a small island in the northeast corner of the district. Land at the base of the building on the south side, and face the structure. Create a raft in the water by quick-firing a Glue Grenade, and glide over to it. Use the Batclaw on the ring ahead to pull yourself inside. Enter the door on the right, grapple up to the ledge, and plug the steam leaks with Glue Grenades. Proceed through the gate on the right, and pummel the eight enemies inside. Fire the Batclaw at the ring on the ceiling, and pull down the weak portion. Fire the Remote Claw at the two anchor points high above, then grapple up to the cable.

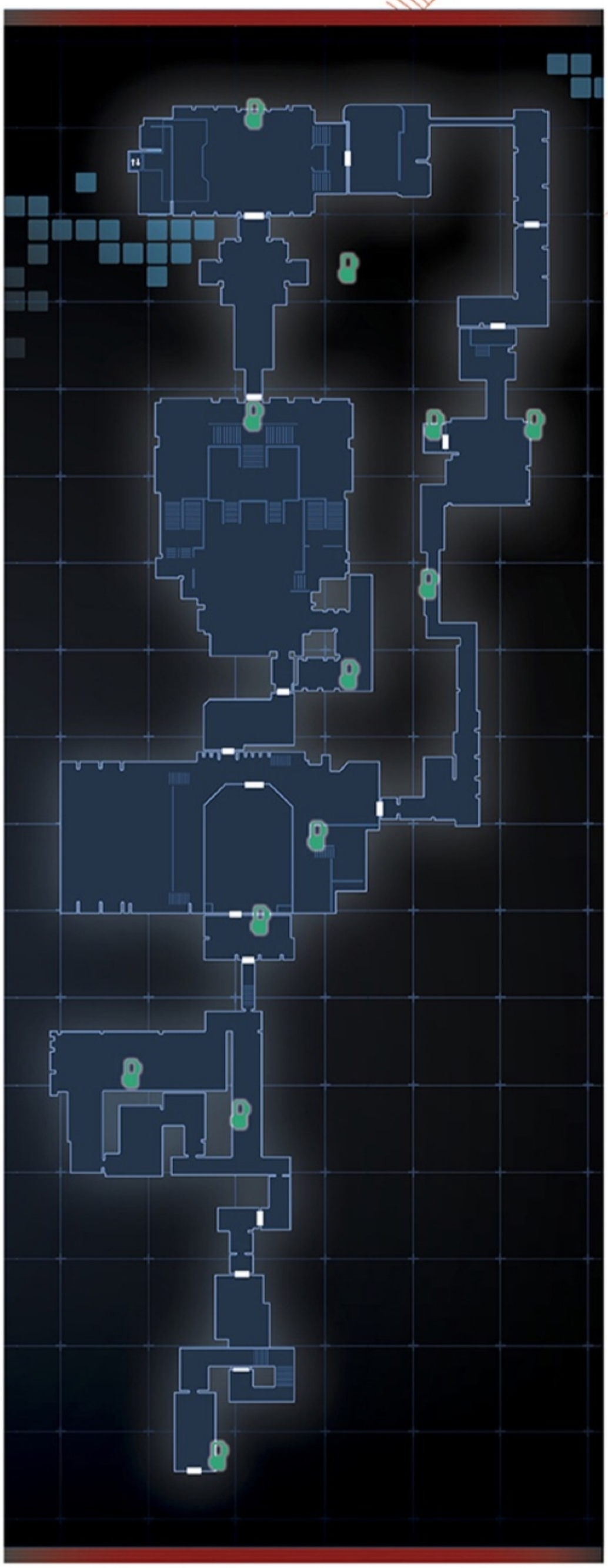
Follow the hallway around to the right, and then enter another gate to meet up with five more thugs. Take them all down and continue along the path. After climbing up to the top floor, pull open the door to the maintenance access area by rapidly pressing the Run button, then step inside. Hack the security console by entering "UWILREGRETTHIS" as the password.

Twelve of the DataPacks in the Amusement Mile District are located inside the Final Offer. The other 18 are in the open world.









Enigma Datapack

EXTORTION FILE #5-1

Gadgets Required: —



Standing on the ice just north of the Amertek building, turn around and look up to the northwest to spot a cargo trailer hanging from a crane. Grapple up to it and get inside to find this DataPack.

EXTORTION FILE #5-2

Gadgets Required: Explosive Gel



Land on the ground just west of the casino, and look for the weak wall behind the right pillars. Use Explosive Gel to get inside the small cubbyhole and gather another DataPack.

EXTORTION FILE #5-3

Gadgets Required: Glue Grenade



Grapple onto the top of the casino in Amusement Mile and head over to the southwest side. There, a DataPack sits inside a vent, but steam coming out of a busted pipe blocks your access. Quick-fire a Glue Grenade to stop it up, then crawl inside to get the prize.



EXTORTION FILE #5-4

Gadgets Required: Batarang, Remote Control Batarang



Land on the roof on the northeast side of the casino, and look for venting that goes through a big cage with two switches on one side. A DataPack sits inside the ventilation unit on the other side. The left one is lit up initially. Hitting it with a Batarang causes a door to open as another shuts. On the northeast side of the unit, there is an opening where Batman can crawl in. Start out by hitting the left switch, and then ducking inside. Once you are inside the middle section, toss a Remote Control Batarang back out the way you came in. Use the brake to control its movement, then hit the right switch to open the other gate. Continue through the new opening to find the reward. Once you've picked it up, both gates open to provide an easy exit.

EXTORTION FILE #5-5

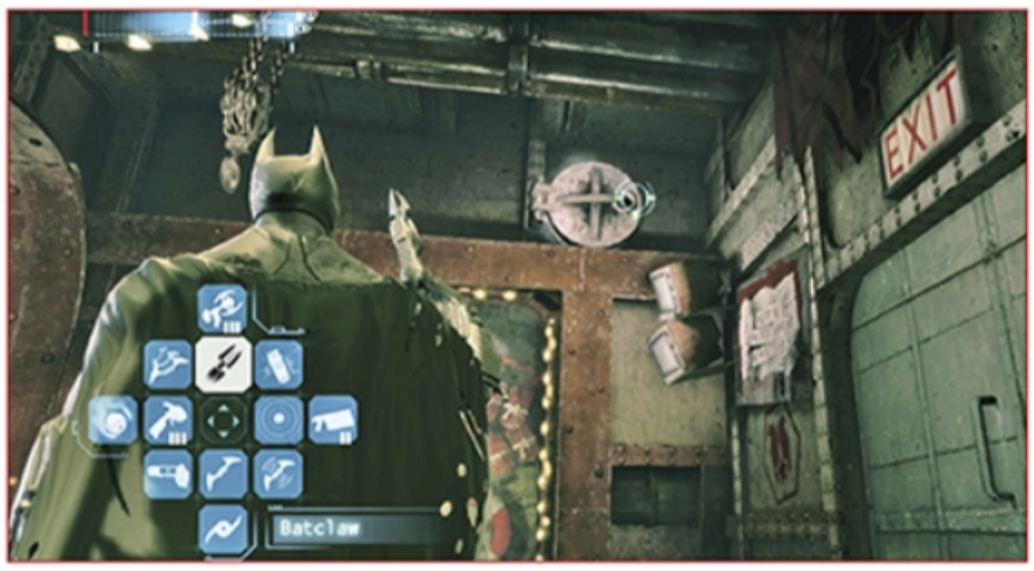
Gadgets Required: —



From the casino, glide over the highway to the right side of the residential building to the south, and climb over the fence to land on the first of four pressure pads. Immediately run over all four to unlock the DataPack. You only have two seconds to complete this once you've triggered the first switch.

EXTORTION FILE #5-6

Gadgets Required: Shock Gloves, Batclaw



On the rooftop just south of the church, find the portable generator sitting next to the Steel Mill billboard. Use your Shock Gloves to jump-start it, immediately step to the left, and fire your Grapnel Gun at the ledge just above the unlocked DataPack on the other side of the roof. Cancel this when you get within range of the item, then use your Batclaw to grab it out of the box. You have seven seconds to get from the generator to the DataPack.

EXTORTION FILE #5-7

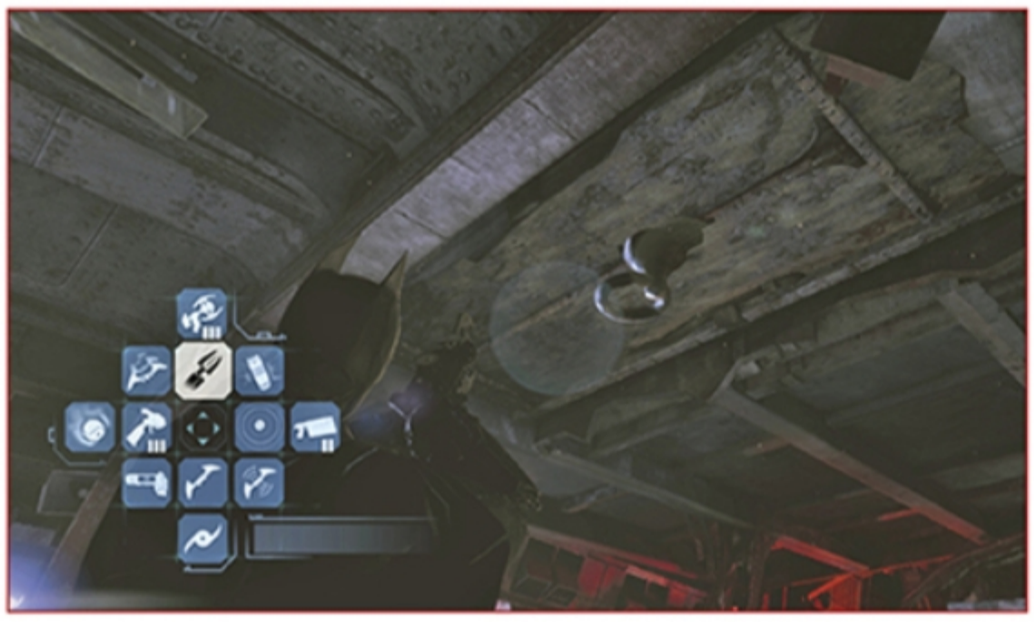
Gadgets Required: Batclaw



Continue through Deck 1 until you reach the raft puzzle. Before pulling it over, look up to find a weak ceiling with an anchor point. Use your Batclaw to grab it and pull it down. Grapple up to the floor above, then search the crew quarters to the right to find the DataPack.

EXTORTION FILE #5-8

Gadgets Required: Glue Grenade, Remote Claw



Enter the Final Offer and make your way to Deck 1. Follow the path until you reach the flooded corridor on the right. Look down to the right to find a frozen DataPack. Create a raft with a Glue Grenade next to the item so that you can pick it up. Use your Remote Claw to create a zip line overhead to exit the room.

EXTORTION FILE #5-9

Gadgets Required: Glue Grenade



After entering the boiler room, use your Glue Grenade to close up the two pipes on the right. Go right, and grapple up a couple ledges. Avoid the steam that comes from the pipes above, and use your Grapnel Gun to reach a higher level. Here, you find a DataPack behind bars. Quick-fire your Glue Grenade again to block another busted pipe, then crawl through the small hole to gather up the reward.

EXTORTION FILE #5-10

Gadgets Required: Batclaw

Immediately upon entering the Final Offer, look to the right to find a valve cover. Fire the Batclaw at it, and pry it open. Use the gadget again to collect the DataPack inside.



EXTORTION FILE #6-1

Gadgets Required: Cryptographic Sequencer



From the casino, glide toward the Gotham City Train Station, and slip through the open gate on the middle level. Use your Cryptographic Sequencer on the security console inside to enter the password of "CLEVERSCHEME" and unlock the DataPack.

EXTORTION FILE #6-2

Gadgets Required: Remote Claw



Find the big Dixon Docks sign on top of the building in Amusement Mile, then stand on the metal scaffolding under DIXON. Look west, and use your Remote Claw on the anchor point above the weak wall on the next building. Grapple up to the wire, and press the Zip Line button to smash through the barrier and get the DataPack inside.

EXTORTION FILE #6-3

Gadgets Required: Shock Gloves, Batclaw



Land on the southern roof of the building west of Dixon Docks to find a portable generator against the wall. Bring it back online with your Shock Gloves, and then use your Batclaw to collect the DataPack just above.

EXTORTION FILE #6-4

Gadgets Required: Explosive Gel



Grapple up to the rooftop of the building located east of the train station, and look for the roof access area. Place Explosive Gel on the weak wall, and detonate it to get the prize inside.

EXTORTION FILE #6-5

Gadgets Required: —



Glide over to the Comm Tower island to the northeast, and find the cage on the northwest side. Slide under the small opening on the south side to collect the DataPack.

EXTORTION FILE #6-6

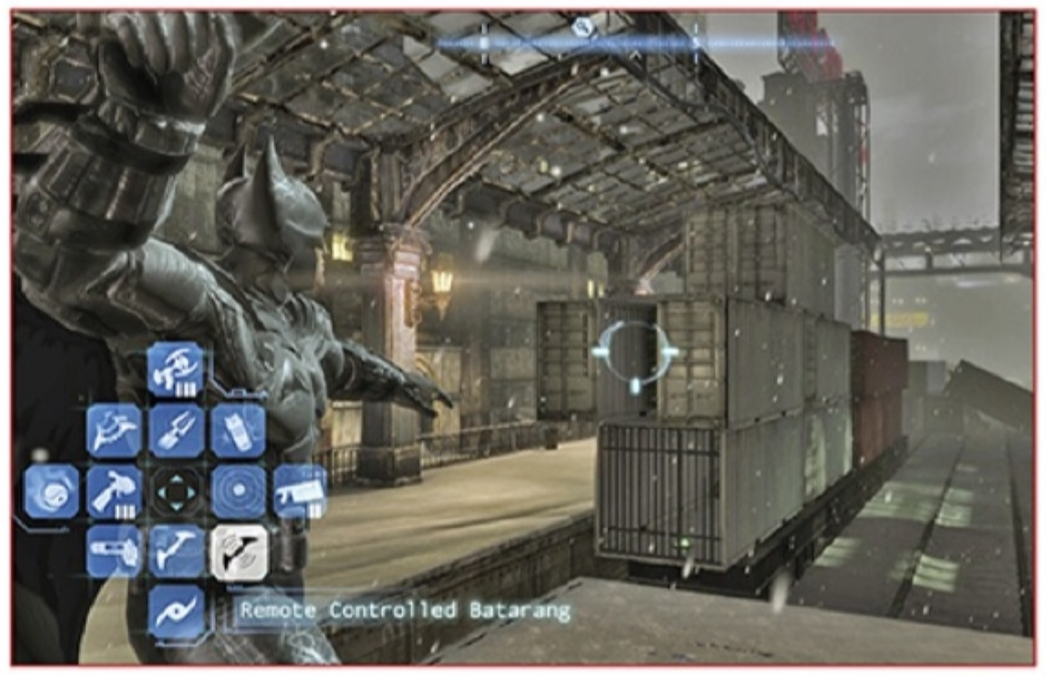
Gadgets Required: Remote Control Batarang



Glide over the train tracks just east of the station, and look for the car with a pressure pad on top. Land on it to open another car to the south. Toss a Remote Control Batarang through the opening, and carefully guide it between the cargo and down through a hole in the floor. Turn it back to the north, and hit a switch on the bottom of the lower car. Walk over to the unlocked DataPack behind you and collect your prize.

EXTORTION FILE #6-7

Gadgets Required: —



Find a chain-link wall on the east wall of the theater, close to the south end. There is a gap at the bottom that allows Batman to slide into a hidden work area. Grab the DataPack that sits on a makeshift table.

EXTORTION FILE #6-8

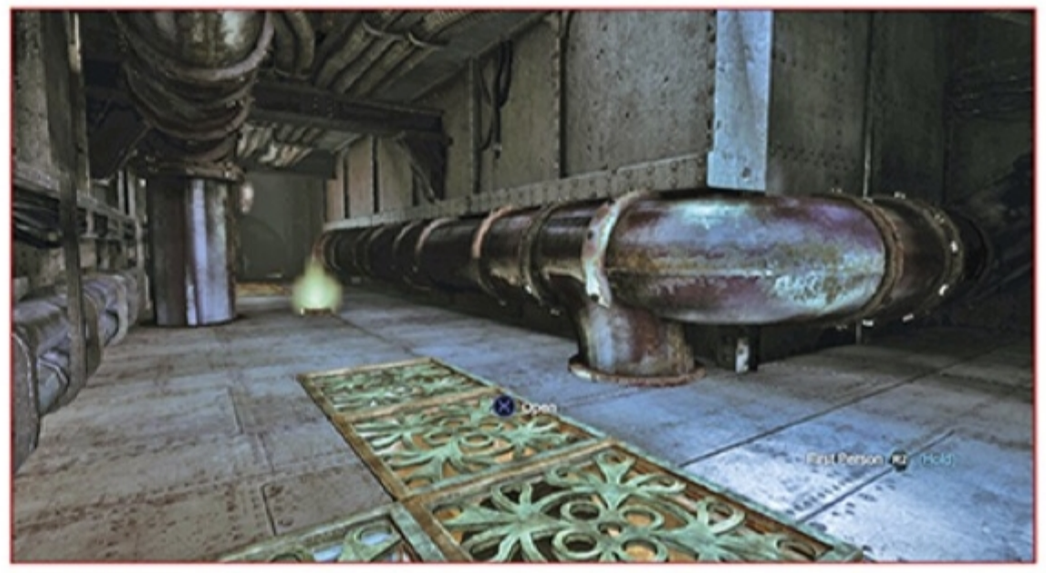
Gadgets Required: —



Enter the floor grate just east of the northern staircase, and follow it all the way back to a hidden room under the steps. Hop out and collect the DataPack that sits on the floor.

EXTORTION FILE #6-9

Gadgets Required: Batclaw



Exit the boiler deck, and follow the Deck Access Corridor until you drop to a lower level after sliding under the wall. Turn around and slide through another small opening. Pull out your Batclaw and use it to grab the DataPack that sits inside the pipe above.

EXTORTION FILE #6-10

Gadgets Required: Explosive Gel

Exit the casino to the theater lobby and approach the weak wall on the left. Bring it down with your Explosive Gel, and then collect the DataPack on the other side.



EXTORTION FILE #7-1

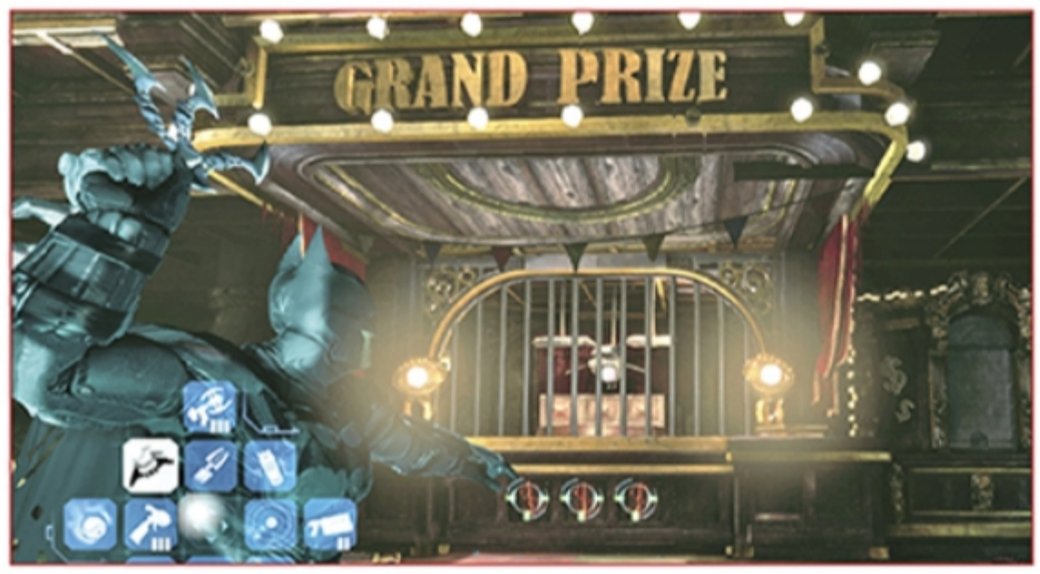
Gadgets Required: —



Grapple up to the rooftop just east of the train station, and step off the east side onto the left crane. Walk to the end and turn to the right. Glide toward the building into a small opening to get the DataPack.

EXTORTION FILE #7-2

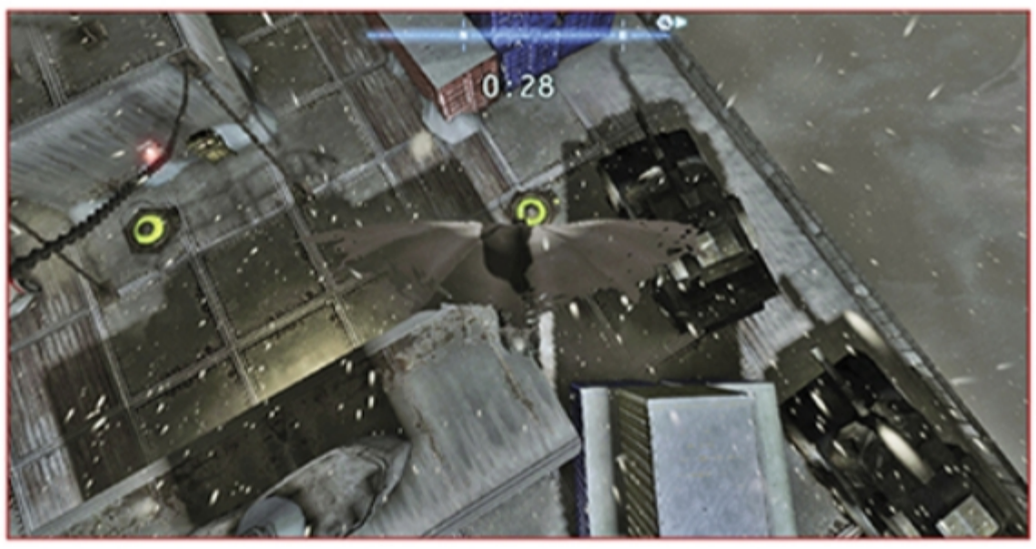
Gadgets Required: Shock Gloves



Land on the north side of the Final Offer, and find the portable generator that sits next to a locked DataPack. Three pressure pads are connected and positioned on the deck nearby. Once you use your Shock Gloves to jump-start the generator, you have 39 seconds to press each one without touching any other part of the ship. You can do this in any order. Note that walking to the first switch does not count. Stand on one, look up at the crow's nest high above, and fire your Grapnel Gun to get into the air. Use a Grapnel Accelerator maneuver to get a rapid ascent so that you have enough time to glide down to another pressure pad. Quickly repeat this to activate the final switch and unlock your reward.

EXTORTION FILE #7-3

Gadgets Required: Explosive Gel



Look for the building that sits across the highway from the Gotham City Sea Pier, and grapple up to the southwest corner. Use Explosive Gel on the weak wall, then grab the DataPack inside.

EXTORTION FILE #7-4

Gadgets Required: —



Look for the big metal scaffold that sits over the highway just west of the pier. Grapple to the top of it, and jump across the beams until you reach the DataPack that rests in the middle.

EXTORTION FILE #7-5

Gadgets Required: Remote Control Batarang

Grapple onto the roof of the Dixon Docks building, and look for a locked DataPack resting on a wall inside a small fenced-in area. Walk over to the north, and throw a Remote Control Batarang into the open vent. Guide it around to the right, and hit the switch on the wall. Hop the fence and collect the prize that waits on the wall.



EXTORTION FILE #7-6

Gadgets Required: —



On the Final Offer, climb the steps just north of the crane. This DataPack rests on the floor ahead.

EXTORTION FILE #7-7

Gadgets Required: Remote Control Batarang



Enter the upper deck, and follow the hallway to a gate. Throw a Remote Control Batarang through the electricity above the door, and guide it up into a hole in the ceiling ahead. Plow it into a fuse box on the far wall to unlock the nearby DataPack. Grapple up to the next level, and collect the item from the box.

EXTORTION FILE #7-8

Gadgets Required: Cryptographic Sequencer



Inside the Deck Access Corridor, you reach a large room where you must grapple up to higher balconies. Fire your Grapnel Gun to the northwest to reach the first one. Hack into the security console and enter the password, "TONNAGE." Pick up the DataPack that sits on the floor inside.

EXTORTION FILE #7-9

Gadgets Required: Remote Claw



Before exiting the boiler deck through the east door, look up to the right to find a pair of anchor points. Use your Remote Claw to create a zip line, and grapple up to it. Walk over to the ledge to grab the DataPack.

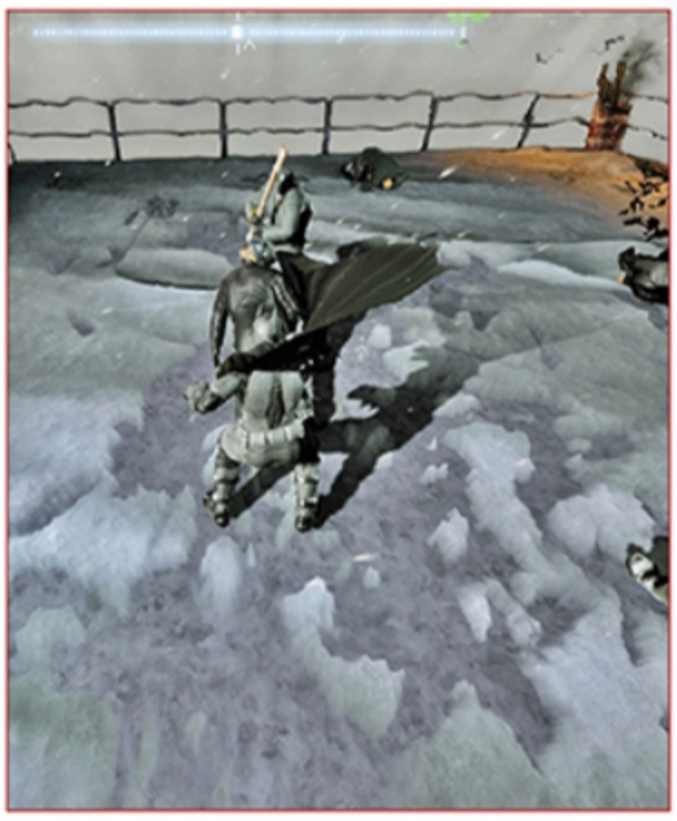
EXTORTION FILE #7-10

Gadgets Required: Batarang, Batclaw



Enter the casino from the bar, and glide down to the center of the room. Face to the right to find three dollar sign switches below the counter. Quick-fire three Batarangs to activate them and reveal the DataPack. Use your Batclaw to collect your grand prize.

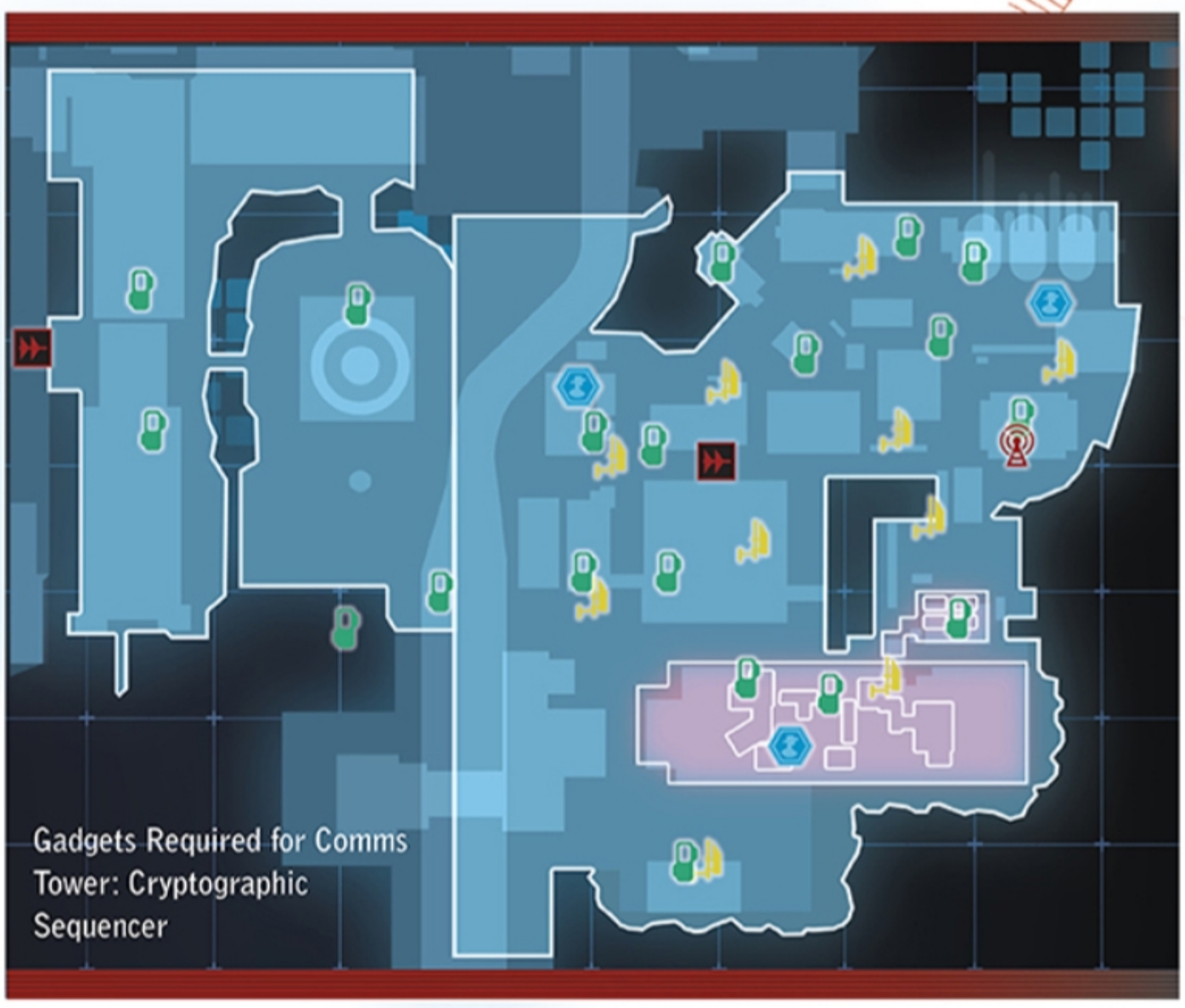
The GCR Comms Tower in the Industrial District is located on the east side, north of the Steel Mill entrance. Land on the rooftop on the east side, and eliminate the seven enemies who protect the tower. Walk up to the security relay station on the same roof, and destroy it by pressing the Run button. Hop down on the north side of the tower, take out the thugs who occupy the area, and then destroy the second relay station to disable Enigma's security protocols. Return to the original location, and enter the gate. Pry open the door to the maintenance access area, and step inside. Use the Cryptographic Sequencer to enter "AREYOUKIDDING" into the security console to restore the Comms Tower.





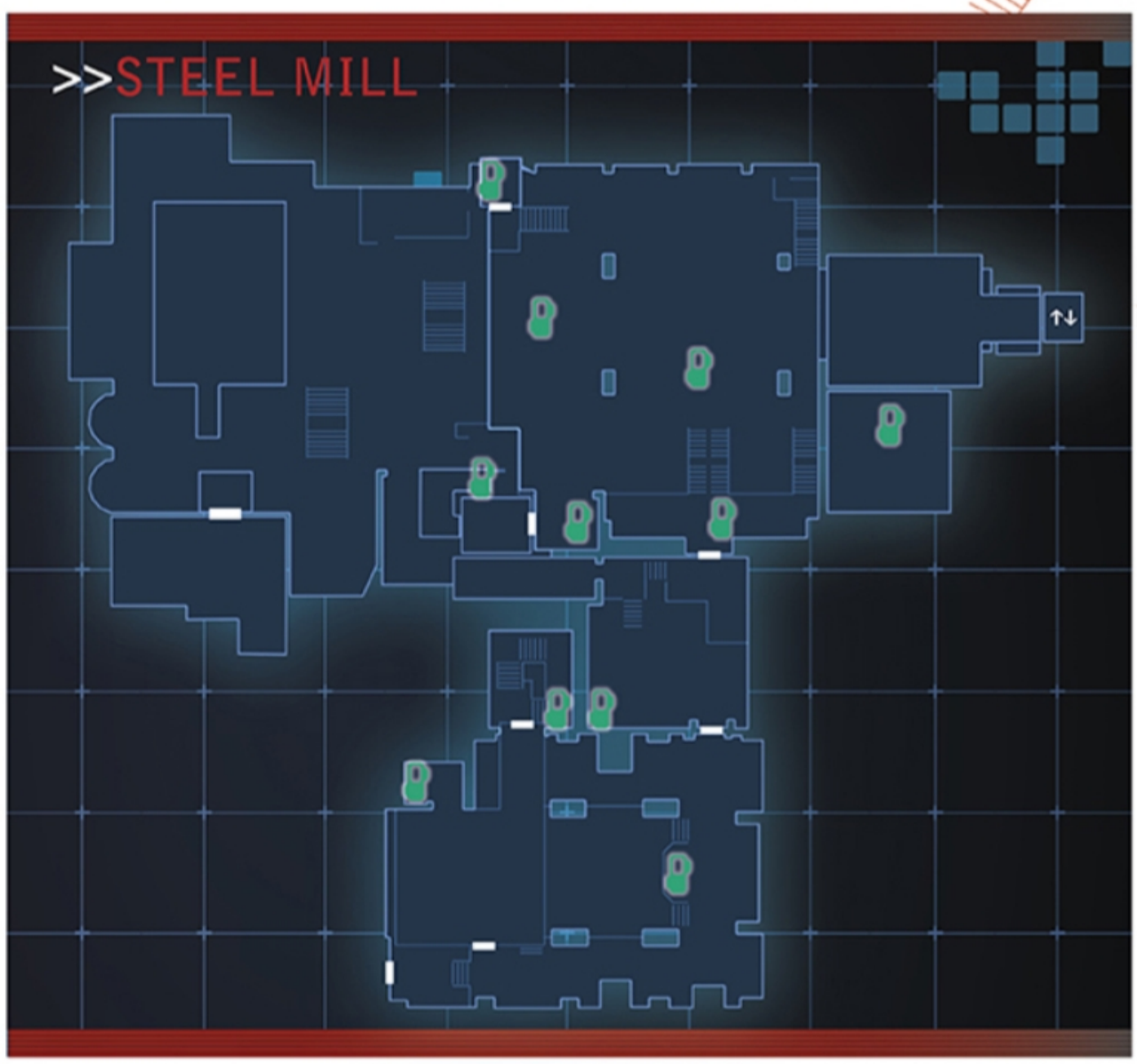
Eleven DataPacks in the Industrial District are located inside the Steel Mill.

>>INDUSTRIAL DISTRICT



- Enigma Data Handler
- Enigma Datapack (*Interior)
- Network Relay
- Batwing Drop Point
- GCR Comms Tower

>>STEEL MILL



ENIGMA DATAPACKS

EXTORTION FILE #8-1

Gadgets Required: Glue Grenade



Grapple to the roof of the Gotham City Rail building, where a cage holds a DataPack. Plug the steam leak with a quick-fired Glue Grenade so that you can enter and collect your prize.

EXTORTION FILE #8-2

Gadgets Required: Cryptographic Sequencer



Find the smokestack that is built on top of the tall tower with billboards on two of the sides. Grapple up to the highest platform, and use your Cryptographic Sequencer to enter the following passwords: "COMPLICATE," "ENTANGLE," "PERPLEXITY." This allows you to collect the DataPack.

EXTORTION FILE #8-3

Gadgets Required: Explosive Gel



Find the twin smokestacks with a platform in between them, and grapple to the top of one of the stacks. Face west, and look for a weak wall down on the building ahead. Dive and rise to get yourself into the tight opening, and then use Explosive Gel to destroy the weak wall. Collect the DataPack inside.

EXTORTION FILE #8-4

Gadgets Required: Batclaw



Look for the Gotham City Hardware building next to an Amertek entrance gate. Climb the fence toward the hardware store to find a pressure pad and a DataPack hanging on the wall. Step onto the switch, and use your Batclaw to collect the prize.

EXTORTION FILE #8-5

Gadgets Required: Explosive Gel

Grapple onto the top of the Amertek building in the northeast corner of the district, and walk over to the west side. Climb over the rail, and place Explosive Gel on the weak wall of the roof access area to find the DataPack.



EXTORTION FILE #8-6

Gadgets Required: Explosive Gel, Remote Control Batarang

Just west of the Amertek building, down on the ground, a DataPack is locked up on the wall. A switch hangs on each side: one can be accessed, but the other is inside a fence. Just to the east is a pressure pad that starts the puzzle. First, place Explosive Gel on the left switch, and then step on the pad. Detonate the gel, and then throw a Remote Control Batarang into the now open cage, through the right opening so that it hits the right switch. Use your Batclaw to collect the prize from the middle cage. If you step off the pad, the cage closes up, so you must use the gadget.



EXTORTION FILE #8-7

Gadgets Required: Batclaw



Grapple up to the rafters inside Sionis' office, and move to the far east side as you look over the loading bay. Use your Batclaw to grab the DataPack that sits on the arch ahead.

EXTORTION FILE #8-8

Gadgets Required: Explosive Gel



Climb the staircase northwest of the loading bay to find Sionis' office. A turret protects the entrance, so grapple up to a ventilation shaft above. Drop into the room, and find a weak wall to the right. Place Explosive Gel to create an entrance to a secret room, where a DataPack lies on the ground to the left.

EXTORTION FILE #8-9

Gadgets Required: Explosive Gel



In the loading bay depot, look for a weak point on the west-central wall. Place your Explosive Gel, and bring the wall down to collect the DataPack from inside.

EXTORTION FILE #8-10

Gadgets Required: —



From the east side of the warehouse, climb over the barrels just to the south. Squeeze between the stairs and the trailer, where another DataPack is on the floor to the right.

EXTORTION FILE #9-1

Gadgets Required: —



Grapple up to the smokestack located northeast of the GCR Tower, and face southwest. Run toward the tower, and dive just enough to get some speed before gliding up to the platform that sits below the GCR letters. Snag the DataPack on the platform.

EXTORTION FILE #9-2

Gadgets Required: Shock Gloves



Northwest of the Comms Tower, find a line of four pressure pads that sit between a brick wall and a building. On one end, a portable generator leans against the wall, and at the other end, the DataPack hangs on the wall behind a chain-link fence. Jump-start the generator with your Shock Gloves, and run across the switches, sliding under the new opening in the fence to collect the prize.

EXTORTION FILE #9-3

Gadgets Required: Explosive Gel



Find the Gotham City Steel Works building, northwest of the Steel Mill. Drop off the east side of the building, and look for the weak wall on the side of the structure. Destroy the wall with Explosive Gel, and gather the DataPack that sits inside.

EXTORTION FILE #9-4

Gadgets Required: Cryptographic Sequencer



Find the Hell's Gate Disposal Service building just in front of the Steel Mill, and make your way to the backside. On a platform to the right of Loading Bay 6 is a security console and a locked DataPack. Use your Cryptographic Sequencer to hack the device with the password, "UNTRUE," and grab your prize.

EXTORTION FILE #9-5

Gadgets Required: —

Find the Sionis Industries gate that leads to the east side of the Steel Mill, and grapple up to the top platform that sits between two smokestacks. Hop over to the HVAC equipment to grab the DataPack.



EXTORTION FILE #9-6

Gadgets Required: Shock Gloves, Batclaw



Grapple up to the Sionis Industries sign that sits atop the main building of the Steel Mill, and move to the backside. Continue up to the higher platform to find an electrical subsystem and a DataPack. Activate the equipment with your Shock Gloves, and then use the Batclaw to grab the DataPack above.

EXTORTION FILE #9-7

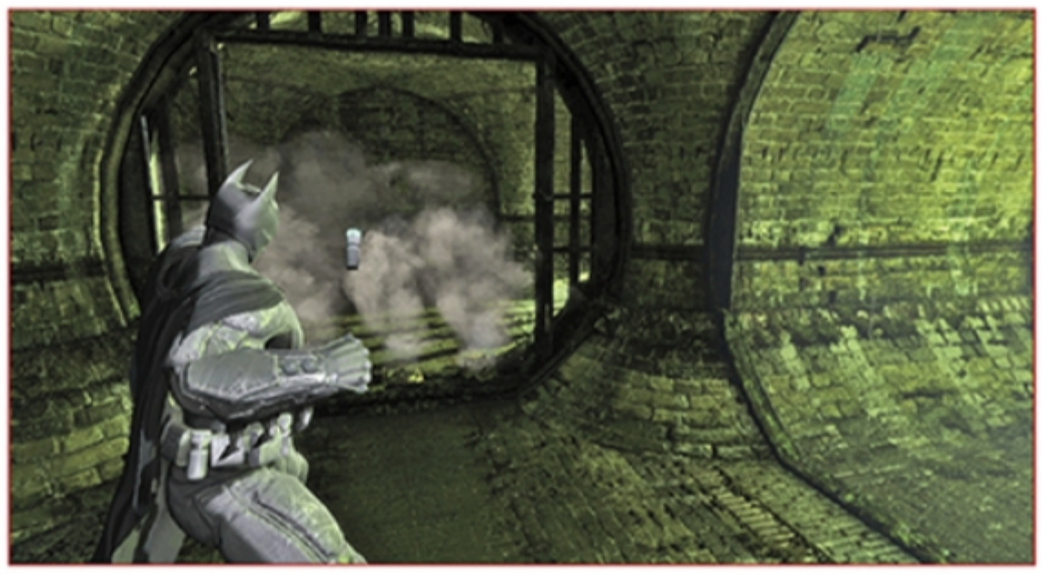
Gadgets Required: Cryptographic Sequencer, Glue Grenade



Walk over to the southwest door inside the warehouse, and pull out your Cryptographic Sequencer. Enter "COMPOUND" as the password, and descend into the sewer through the hole ahead. Plug the steam pipes to the right with three Glue Grenades, and then look around the corner, where a DataPack is on the ground.

EXTORTION FILE #9-8

Gadgets Required: Remote Claw



Inside the warehouse of the Steel Mill, look at the northwest corner to find a locker. The main door is locked, but there is a weak wall on the right. Use your Remote Claw to span a cable from just above this point to the other side of the room. Grapple up to the wire, and press the Zip Line button to make Batman crash through the boards. Pick up the DataPack that sits inside.

EXTORTION FILE #9-9

Gadgets Required: Remote Control Batarang



Climb through the hole in the south wall of the warehouse to locate a concealed room. Look at the big door on the right, and throw a Remote Control Batarang through the slit. Make the gadget U-turn before hitting the back wall, and guide it into a switch on the right side of the door. This raises it just enough for Batman to slide underneath. Collect the DataPack that you find inside.

EXTORTION FILE #9-10

Gadgets Required: Shock Gloves, Batclaw

Enter the Drug Lab, and take the right steps down to find an electrical subsystem just to the left. Use Shock Gloves to open a hatch on the equipment just behind it. Step onto the rollers, and use your Batclaw to grab the prize that is now visible to the left.



EXTORTION FILE #10-1

Gadgets Required: —



Land on the lower rooftop just west of the main Sionis Industries sign, where a DataPack lies in the snow inside a cage. Get a running start, and slide under the bars to gather up the reward.

EXTORTION FILE #10-2

Gadgets Required: Remote Control Batarang, Batarang



Behind the Steel Mill, land on the walkway that connects the buildings. Walk over to the southern building to find three switches on the side of the structure. A DataPack hangs on a nearby wall; unlock it by hitting all three switches within their time limit (nine seconds once one is activated). Stand in front of the middle one, and use Remote Control Batarangs to hit the outside ones. Follow that up by quick-firing a Batarang toward the final switch to unlock the reward.

EXTORTION FILE #10-3

Gadgets Required: Batarang, Batclaw



Head over to Sheldon Park, and land on the bridge just north of the Wonder Tower. A pressure pad activates three switches on the side of the building, with a DataPack resting above the middle one. Step onto the ground switch to start a 15-second timer, and then aim at each one with your regular Batarang to hit them before time runs out. Once you've unlocked the reward, walk up to it, and use your Batclaw to grab it.

EXTORTION FILE #10-4

Gadgets Required: —



Travel to the far southeast corner of Sheldon Park to find a DataPack inside a cage. Run toward it, and slide underneath the fence to gather up the prize.

EXTORTION FILE #10-5

Gadgets Required: Batclaw



South of Sheldon Park, a crane holds up a platform over a barge. Dive down from the crane, and land on the pressure pad, which starts a nine-second timer. Quickly turn around and grapple up to the platform, then use your Batclaw to snag a DataPack that hangs on the chain above.

EXTORTION FILE #10-6

Gadgets Required: Shock Gloves



From within Sheldon Park, face the Gotham City Light & Power building. An upper balcony is accessible above the entrance, so grapple up to it. Use your Shock Gloves on the electrical subsystem, and then grab the DataPack that becomes unlocked.

EXTORTION FILE #10-7

Gadgets Required: Glue Grenade



Enter the Light & Power building from the Sheldon Park side, and immediately turn right. Toss a Glue Grenade on the busted pipe, and step into the narrow hallway. Plug up another pipe, and then slide under the wall ahead to find the DataPack.

EXTORTION FILE #10-8

Gadgets Required: Shock Gloves, Batclaw



Inside the Drug Lab on the lower level of the Steel Mill, enter the lower level room in the southeast corner. Use Shock Gloves to jump-start the portable generator in the far corner. This turns a piece of machinery to the east, revealing a DataPack that sits on top. Use your Batclaw to grab the out-of-reach prize.

EXTORTION FILE #10-9

Gadgets Required: Cryptographic Sequencer



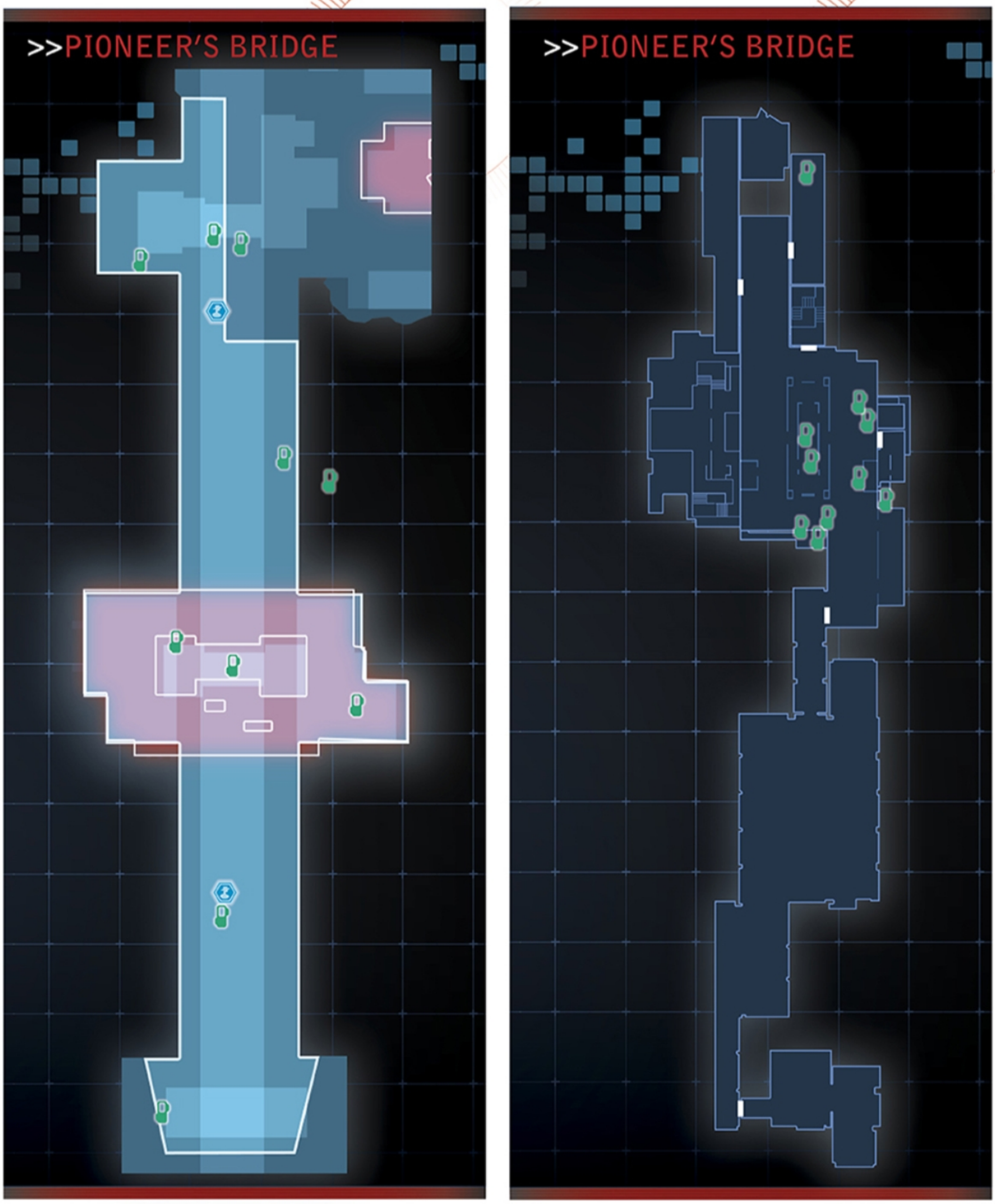
Ride the elevator down to the lower floor of the Steel Mill, and walk down the hallway until you can grapple inside the pipe above. Crawl into an otherwise inaccessible room on the left, and use the Cryptographic Sequencer to enter "COMPLICATE" in the Security Console. Grab the unlocked DataPack before returning to the hallway.

EXTORTION FILE #10-10

Gadgets Required: —

Go through the northwest door of the loading bay depot, and pull the vent cover off the left wall. Crawl inside to reach part of the loading bay, where a DataPack lies on the ground.





Gotham City Pioneer's Bridge does not have a Comms Tower or Batwing Drop Point. However, you can find DataPacks hidden inside and outside of the bridge.

EXTORTION FILE #11-1

Gadgets Required: Remote Control Batarang

In between the southern and middle towers of Gotham City Pioneer's Bridge, a metal structure spans across the road, holding lights and street signs. Grapple up to the east side to find the DataPack locked inside a lockbox. Turn around, and throw your Remote Control Batarang. Guide it around the equipment, and hit a switch that sits on the rail on the opposite side. Now, grab the reward.



EXTORTION FILE #11-2

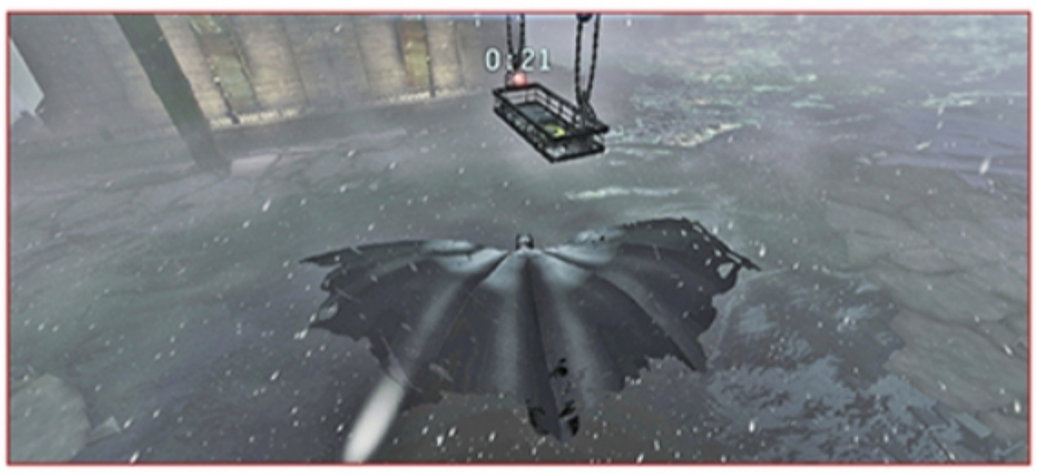
Gadgets Required: Remote Control Batarang, Batarang



Land on the ground just west of the southern bridge tower, and look up at the building. Above the balcony is the DataPack, along with a switch. Guide your Remote Control Batarang up and over the platform, and hit the switch. You now only have five seconds to hit the three switches on the wall straight ahead of you, so quick-fire Batarangs until you hit all three. Grapple up and grab the prize.

EXTORTION FILE #11-3

Gadgets Required: —



Four baskets hang underneath the bridge between the south and middle towers. The three southern ones all have pressure pads inside. Once one is pressed, you have 24 seconds to press the other two to unlock the DataPack. Grapple into the northern platform of the three to get things started. Step onto the rail, and glide over to the middle one to press its pad. Quickly continue on to the south basket to complete the sequence. Return to the middle one to gather the reward.

EXTORTION FILE #11-4

Gadgets Required: Batclaw



Hanging on the backside of the northern bridge tower is a DataPack ready for the picking. Glide underneath the bridge, land on the northern beam, and look toward the tower to spot the reward. Use your Batclaw to get it.

EXTORTION FILE #11-5

Gadgets Required: —



From the northern section of Pioneer's Bridge, look in the water to the east to spot a barge with two pressure pads. Jump off, and land on the closest one. Use your Grapnel Gun to get back into the air, circle around, and land on the other pad underneath the crane to unlock the DataPack.

EXTORTION FILE #11-6

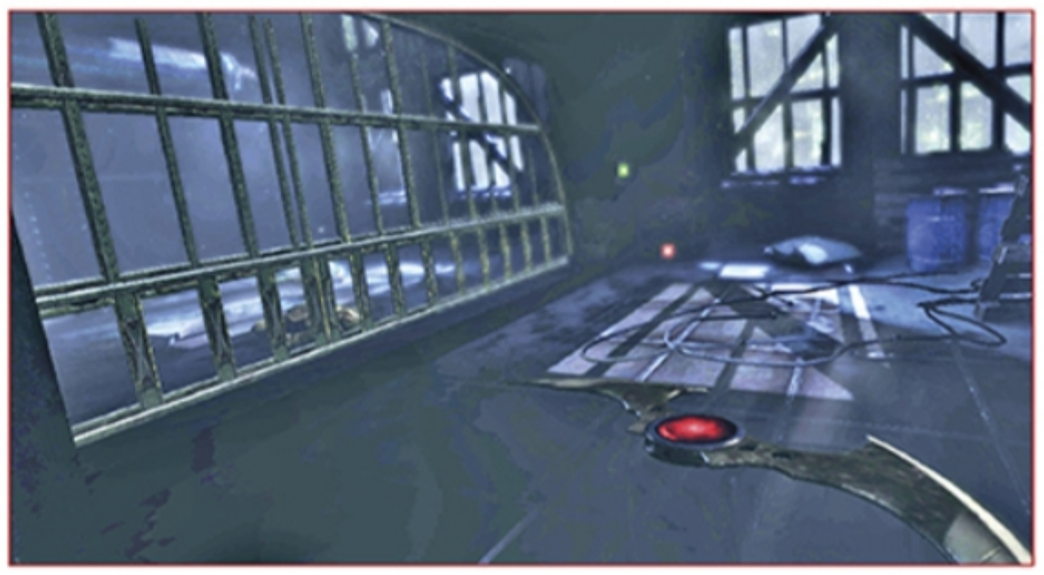
Gadgets Required: Glue Grenade



After climbing all the way up the elevator shaft, but before you enter the door to the Boiler Room Maintenance Corridor, turn around and grapple up to a higher level. Walk around until steam blocks your way, and use a Glue Grenade to stop it up. Drop down to the ledge below, and pry off the vent cover. Crawl inside to collect the DataPack.

EXTORTION FILE #11-7

Gadgets Required: Remote Control Batarang, Batclaw



Enter the electric room, approach the ladder on the right, and turn around. Use the Batclaw to open the valve cover on the wall. Throw the Remote Control Batarang into the opening, guide it to the left, and hit the switch on the far wall. This slightly raises the gate in the previous room. Slide underneath, and grab the DataPack that sits on the floor inside.

EXTORTION FILE #11-8

Gadgets Required: Batclaw



Enter the bridge interior, and grapple to the top of the elevator car. Hop up to the eastern ledge, and use the Batclaw to grab the DataPack that rests against the northern wall of the elevator shaft.

EXTORTION FILE #11-9

Gadgets Required: —



Just after entering the Gotham City Pioneer's Bridge and descending the steps, turn left and duck under the walkway. Run left, slide under the metal divider, and collect the DataPack.

EXTORTION FILE #11-10

Gadgets Required:
Remote Control Batarang, Batclaw

After starting up the portable generator in the elevator shaft and plugging the steam vents, continue up to the next level. Before you jump over to the beam, toss a Remote Control Batarang toward the southern wall, and make it U-turn just before impact. Squeeze it between the walls on the right, and hit the switch. Use your Batclaw to grab the DataPack that sits in a cubbyhole on the left.



EXTORTION FILE #12-1

Gadgets Required: Shock Gloves



At the northern tower of Gotham City Pioneer's Bridge, land on the eastern side of the metal platform that spans across the road. Use your Shock Gloves to jump-start the portable generator. Jump off, and glide over to the western side of the walkway to find the now unlocked DataPack.

EXTORTION FILE #12-2

Gadgets Required: Disruptor, Cryptographic Sequencer



Land on the ground on the western side of the northern bridge tower, next to the steps. A security console protects the locked DataPack on the wall, but a jammer interferes with your signal. Use the Disruptor on the device, and then use your Cryptographic Sequencer on the console to enter the password, "ZEROTRUST." Grab the reward.

EXTORTION FILE #12-3

Gadgets Required: Cryptographic Sequencer



On the eastern side of the middle bridge tower, grapple up to the ledge just above the entrance to the interior. Examine the side of the piece of equipment to find a security console and a locked DataPack. Use your Cryptographic Sequencer to enter the following passwords: "CHEATING," "TRUTHCOMESOUT," "INFORMATION." Now, you can have your reward.

EXTORTION FILE #12-4

Gadgets Required: Remote Control Batarang, Batarang, Batclaw



On the top of the middle bridge tower, look for the pressure pad on the ground, along with four lights. You soon find four corresponding switches around you. Step onto the pad to play a sequence of lights. Turn to the left, and quick-fire a Batarang at the left switch. Next, turn so that you are looking northwest, and use your Remote Control Batarang to maneuver around the pillar and hit the second switch. Now, you should be able to face northeast and see the third switch. Hit it with a Batarang. Finally, turn right and use a Remote Control Batarang to maneuver around the big crate and hit the last switch. Pull out your Batclaw, and grab the DataPack that hangs above.

EXTORTION FILE #12-5

Gadgets Required: Explosive Gel

On the west side of the bridge, just north of the middle tower, you can get onto a walkway from the bridge itself. Go south until you reach a weak wall. Use Explosive Gel to blow it up, and grab the reward inside.



EXTORTION FILE #12-6

Gadgets Required: Cryptographic Sequencer



After entering the Boiler Room Maintenance Access, approach the gate ahead as you pull out your Cryptographic Sequencer. Use it to hack the security console inside the room, entering "GALVANIZED" as the password. Once the door is open, walk in and pick up your prize.

EXTORTION FILE #12-7

Gadgets Required: —



Drop into the floor grate southwest of the train car in the train station. Follow it north, and then turn right as soon as you can. Continue to the right again, and then follow it back left to find the DataPack.

EXTORTION FILE #12-8

Gadgets Required:
Shock Gloves, Remote Control Batarang, Explosive Gel



Make your way all the way back to the train depot, north of the train station. Jump-start the electrical subsystem on the wall ahead, turn left, and immediately toss the Remote Control Batarang into the small opening on the right side of the train car. Boost it toward the electricity ahead, and do a U-turn. Guide the gadget into the fuse box that resides on the left wall. This opens a gate above the car. Grapple up to the ledge, and approach the weak section ahead. Detonate some Explosive Gel, and drop inside the train. Collect the DataPack that lies on the floor.

EXTORTION FILE #12-9

Gadgets Required: —



Return to the train station at Gotham City Pioneer's Bridge, and enter the train car where the hostages were held earlier. This DataPack rests inside.

EXTORTION FILE #12-10

Gadgets Required: Batclaw

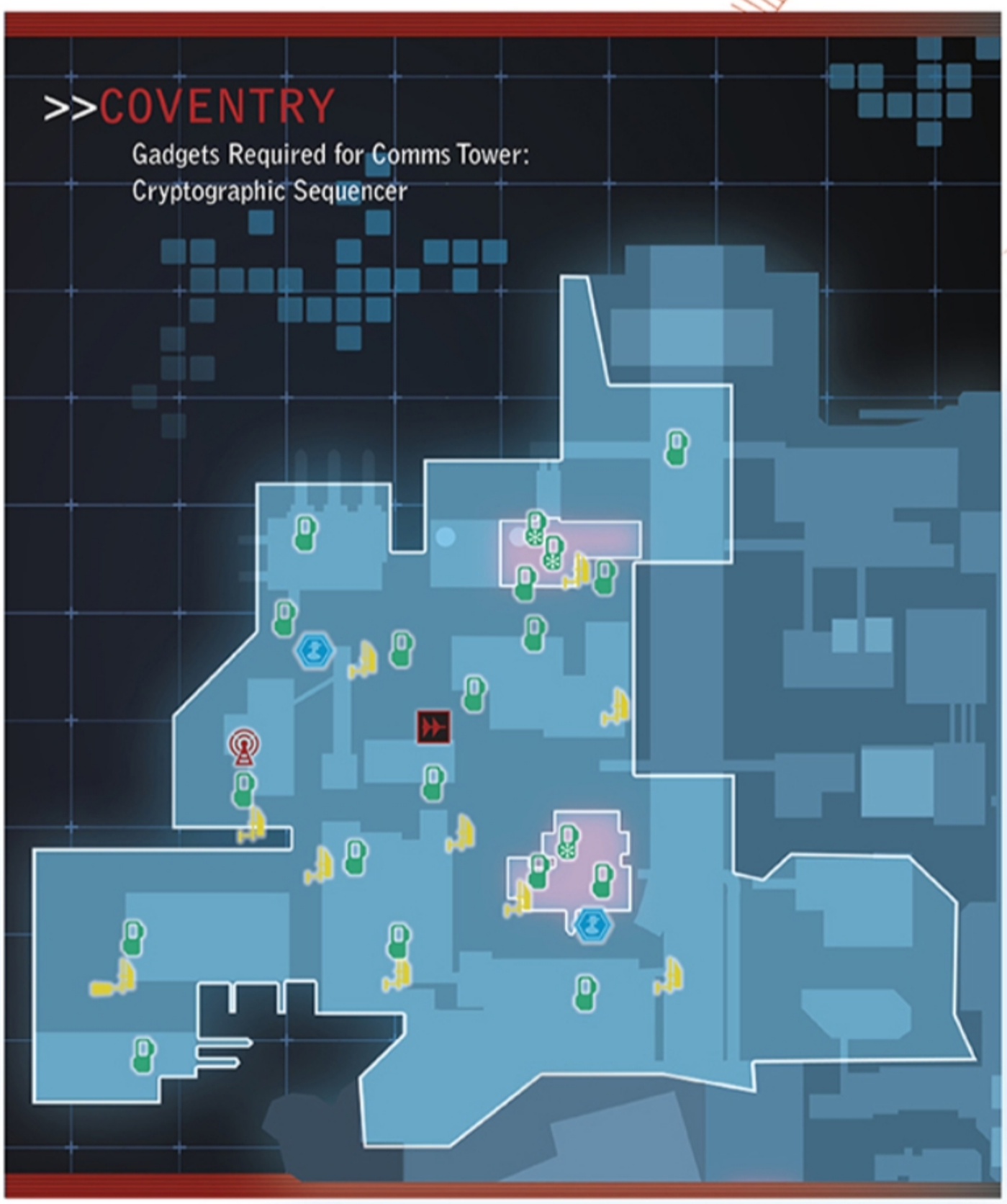
From the train car in the train station, look south, and approach the door labeled B5. Pull out your Batclaw, and snag the DataPack that sits in between the lights above.





The GCR Comms Tower in Coventry is located on the far west side of the district and is the first tower hacked, which introduces Enigma and his Most Wanted side mission. This is covered in more detail in the Story Mode section.

One of Enigma's DataPacks hides inside Lacey Towers, and two more are located inside My Alibi Nightclub. You can collect those during Bird's Most Wanted.



ENIGMA DATAPACKS

EXTORTION FILE #13-1

Gadgets Required: —



Just south of the Gotham City Pioneer's Bridge, a DataPack rests on a platform that runs along the top of a big pipe. Grapple up to it from the highway, or glide your way in.

EXTORTION FILE #13-2

Gadgets Required:
Multi Target Batarangs, Batclaw



In the northeast corner of the district, just west of the highway, a semi truck is parked under an archway. To the left, a DataPack is locked up on the wall, with three switches to the right. Toss your Multi Target Batarang at the lights to release the prize. You may have to move just in front of them or climb onto the vehicle to target the lights. Use the Batclaw to snag it from the box.

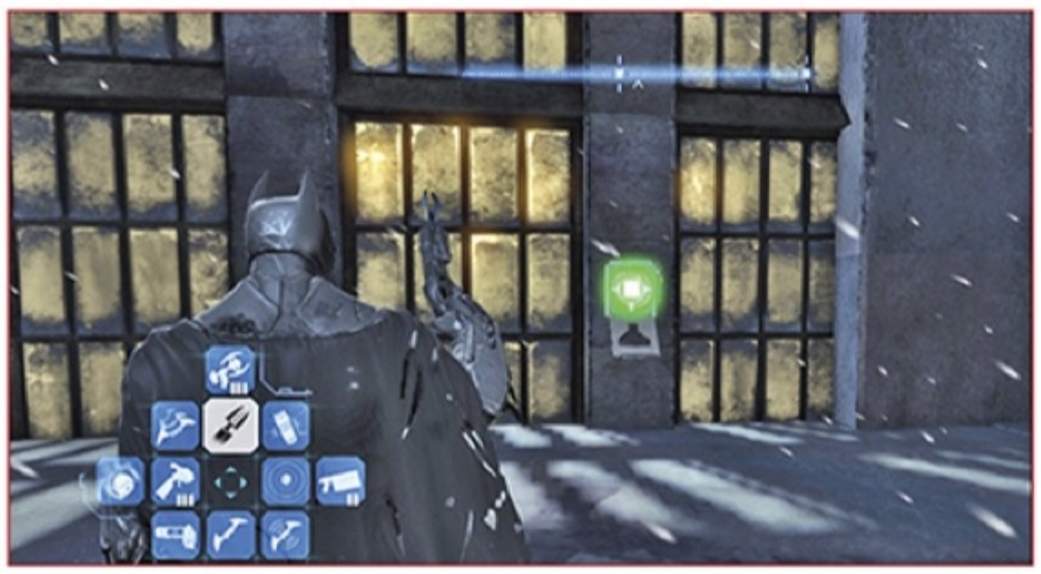
EXTORTION FILE #13-3

Gadgets Required:
Remote Control Batarang

In northeast Coventry, a building with two smoke stacks sits just northeast of the big Cale-Anderson sign. Drop to the lower east roof, and look south. Throw out a Remote Control Batarang, and bring it back toward you. Guide it into the nearby ventilation shaft, turn left, and send it into the switch on the wall. This unlocks the DataPack that hangs on the wall.

EXTORTION FILE #13-4

Gadgets Required: Batclaw



At the far northwest building, land on the northeast rooftop. An unlocked DataPack hangs on the wall, begging for Batman to grab it. If you get too close, though, it closes up tight. Move toward the wall until you can target it with your Batclaw and collect it.

EXTORTION FILE #13-5

Gadgets Required: Batclaw



East of the GCR Comms Tower, find the railroad tracks that dead-end inside a building. Enter the structure, look up, and grab a DataPack off the ceiling with your Batclaw.

EXTORTION FILE #13-6

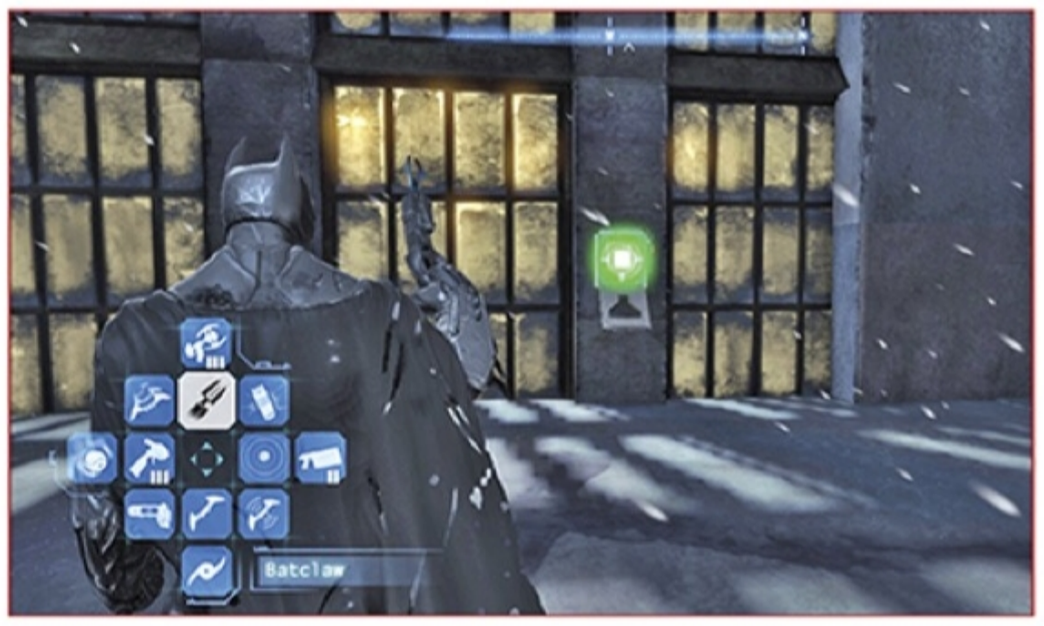
Gadgets Required: —



North of the GCR building, hop over the fence, and look for a barred enclosure. Inside, a DataPack hangs on the side of a pipe. Enter from the west side, and toss Glue Grenades at the two steam leaks. You can now freely grab the prize inside.

EXTORTION FILE #13-7

Gadgets Required: Explosive Gel



Land on the rooftop just south of the Comms Tower to find a roof access point. Place Explosive Gel on the weak wall, and detonate it to collect the DataPack inside.

EXTORTION FILE #13-8

Gadgets Required: Explosive Gel

At the farthest southwest building in the Coventry District, land on the ground on the north side. Below the A, you can destroy a weak wall with your Explosive Gel. Once you have access, collect the DataPack that sits inside.



EXTORTION FILE #13-9

Gadgets Required: —



Enter Lacey Towers through the south door, and follow the hallway back to the open apartment. Turn left, and snag a DataPack that hangs on the wall next to the stairs.

EXTORTION FILE #13-10

Gadgets Required: Batclaw



Enter the private room of My Alibi in the southwest corner, and pry a vent cover off the wall. Climb inside to find the DataPack.

EXTORTION FILE #14-1

Gadgets Required: Batclaw



Just west of the Gotham City Rail building, the tracks dead-end under a shelter. Drop off the first opening on the right, and look up and to the left to find an unlocked DataPack hanging on the pillar. Collect it with the Batclaw.

EXTORTION FILE #14-2

Gadgets Required: Remote Claw



Land on the roof of the Koul Brau Brewery building in the far southwest corner of Coventry District. Three pressure pads sit before another locked DataPack. You must go from one to the other without touching any other part of the roof. Look up on the sides of the nearest four smokestacks to find anchor points. Use the Remote Claw to stretch cables across them. Step onto one of the switches, and grapple up to a wire. Glide down to another pad, and repeat the process for the third. This unlocks your reward at the end of the roof.



EXTORTION FILE #14-3

Gadgets Required: Cryptographic Sequencer

East of Lacey Towers, run south along the tracks until you are under the shelter. A security console hangs on the left wall in between two loading bays. Use the Cryptographic Sequencer to enter "TRUTHWILLOUT" as the password and unlock the nearby DataPack.

EXTORTION FILE #14-4

Gadgets Required: —



From a high point on the south side of Lacey Towers, look south to spot a weak wall on the front of the demolished building ahead. Glide in to crash through and find another DataPack.

EXTORTION FILE #14-5

Gadgets Required: —



Grapple up to the highest balcony on the south side of Lacey Towers. A DataPack hangs on the wall, ready to be collected.

EXTORTION FILE #14-6

Gadgets Required: Cryptographic Sequencer, Batclaw



Land on the lowest ledge on the west side of Lacey Towers, where a security console keeps a DataPack locked up above. Use the Cryptographic Sequencer to enter "PUZZLEMENT" as the password, and then collect the reward with the Batclaw.

EXTORTION FILE #14-7

Gadgets Required: Multi Target Batarangs, Batarang, Batclaw



East of the GCR Comms Tower, just past the tracks, a DataPack hangs on the wall, with three switches below it and another above. Aim the Multi Target Batarangs at the lower lights so that all three are targeted, and let them fly. Look up, and quick-fire another at the final switch to unlock the prize. Use the Batclaw to collect it.

EXTORTION FILE #14-8

Gadgets Required: Shock Gloves



Northeast of the Cale-Anderson sign, a lower rooftop holds a big HVAC unit. A DataPack hangs on the east wall, along with an electrical subsystem. Jump-start the system with the Shock Gloves, and then collect the prize.

EXTORTION FILE #14-9

Gadgets Required: —

Glide down to the ground just south of the big Cale-Anderson sign. A DataPack hangs on the wall above a pile of garbage.



EXTORTION FILE #14-10

Gadgets Required: —

Inside the main area of My Alibi Nightclub, grapple up to the rigging above the stage. Grab the DataPack that sits on the right side.

The GCR Comms Tower in the Diamond District is located in the middle of the district, west of Royal Hotel. Glide down to the low section of the rooftop on the west side of the building, eliminate the three thugs, and climb into the window cleaner's platform. Charge the portable generator with the Shock Gloves. Once it has lowered a floor, spray Explosive Gel on the destructible surface, and detonate it. Pull out the Disruptor, and disable the jammer that hangs on the wall. Return to the rooftop, and grapple up to the metal platform. Pull open the door, and enter "INCONCEIVABLE" into the security console.

Twelve of the Diamond District DataPacks are located in the Royal Hotel.







EXTORTION FILE #15-1

Gadgets Required: Batclaw



On the northwest side of the Comms Tower building, jump off the railing to the north, immediately glide over to the right, and climb onto the roof inside the cage. Use the Batclaw to snag the DataPack that hangs on the bars.

EXTORTION FILE #15-2

Gadgets Required: Batclaw



Drop to the ground just west of the building that holds the Comms Tower, and approach the Furniture Company door. Look up, and use the Batclaw to snag a DataPack that hangs from the ceiling.

EXTORTION FILE #15-3

Gadgets Required: Disruptor, Cryptographic Sequencer



Grapple to the very top of the Soder Cola building, and find the DataPack hanging on the right side. A security console keeps it locked up tight, and three jammers block your Cryptographic Sequencer's signal. Pull out your Disruptor and disable each one. If you do not have all of the upgrades for this gadget, you need to let it cool down after the second use. Once you've disabled the jammers, enter "ILLICITSECRET" as the password to unlock the reward.

>>REGENT HOTEL



Enigma Datapack

EXTORTION FILE #15-4

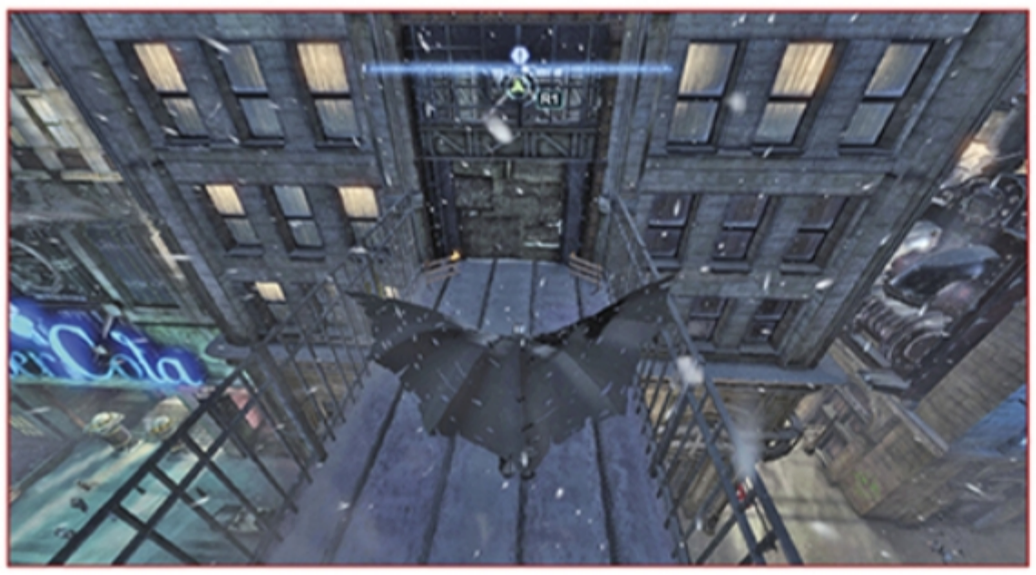
Gadgets Required: Cryptographic Sequencer

Find the main entrance to the Soder Cola building on the south side of the structure. Move up the steps, and approach the security console on the left. Use your Cryptographic Sequencer to enter the following passwords: "MALFEASANCES," "MISBEHAVIOR," and "BLACKBOOK." Collect the DataPack that is now unlocked to the right.



EXTORTION FILE #15-5

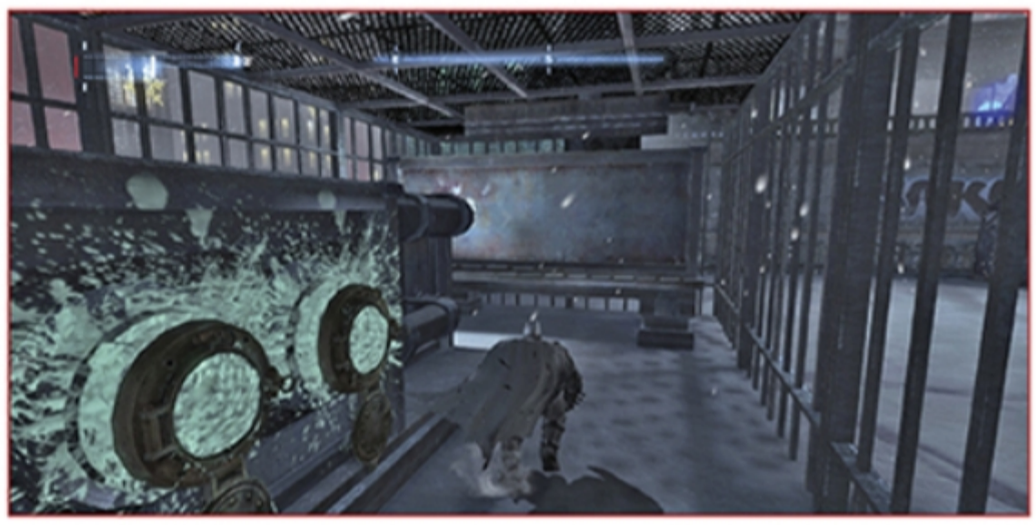
Gadgets Required: Explosive Gel



Northwest of the Comms Tower, a weak wall allows you access inside the building. Detonate it with Explosive Gel, and repeat the process on the next two walls before you collect the DataPack inside.

EXTORTION FILE #15-6

Gadgets Required: Glue Grenade



East of the Royal Hotel along the north coast, a DataPack lies on the roof inside a big cage. Watch out for the sniper who stands guard at the Comms Tower as you enter from the north side. Quick-fire a couple Glue Grenades to plug up the steam, and then collect the prize just ahead.

EXTORTION FILE #15-7

Gadgets Required: Glue Grenade, Batclaw



Enter the Royal Hotel through the south entrance to reach the parking area. Walk around the corner until you spot a hole in the right wall. Quick-fire a Glue Grenade to plug up the pipe, and then snag the DataPack with your Batclaw.

EXTORTION FILE #15-8

Gadgets Required: Batclaw, Cryptographic Sequencer



As you make your way through the parking area, stop at the first office on the left, and use the Batclaw to pull the vent cover down from above the door. Climb inside, and enter "CARCRASH" as the password in the security console to collect the DataPack.

EXTORTION FILE #15-9

Gadgets Required: Batclaw



Take the main elevator up from the parking area to the main entrance. Use your Batclaw to snag a DataPack that hides in the right corner. It may be covered with balloons that you can pop with Batarangs.

EXTORTION FILE #15-10

Gadgets Required: —



After entering the hotel lobby from the east side, glide down to the middle of the floor, and enter the floor grates. In the center of the ventilation system, find a DataPack.

EXTORTION FILE #16-1

Gadgets Required: Remote Claw



In the middle of the northern coast of the Diamond District, drop down to the ice below. Find the cage that hangs on the side of the wall with an anchor point below it. Fire your Remote Claw at that point to place a cable from there to a pipe on the left. Grapple up to the wire, and step off into the cage to collect the DataPack.

EXTORTION FILE #16-2

Gadgets Required: Shock Gloves



From the Royal Hotel main entrance, grapple up to the balcony just above it. Jump-start the portable generator to the left, and then collect the DataPack on the right.

EXTORTION FILE #16-3

Gadgets Required: Batarang



Just south of the Royal Hotel main entrance, a DataPack is locked up just below a switch. Move north to the nearby pressure pad, and toss a Batarang at the lit switch to release the prize.

EXTORTION FILE #16-4

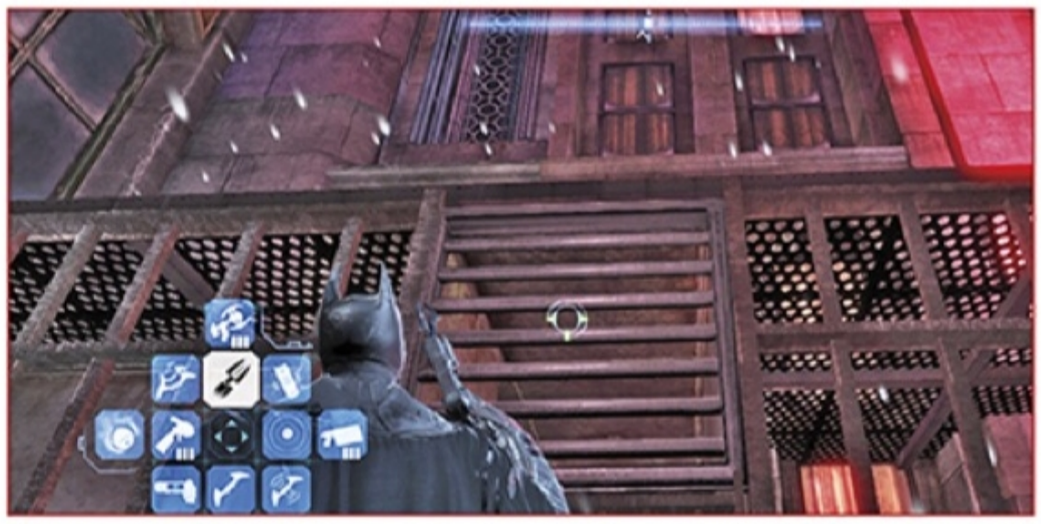
Gadgets Required: Explosive Gel



Spot the statue that sits southwest of the GCR Comms Tower. Just southeast from there, you can find a roof access point atop a low section of a building. Spray Explosive Gel on the weak wall, and collect the prize from inside.

EXTORTION FILE #16-5

Gadgets Required: Batclaw



From the rooftop just below the Hamilton Hill sign, glide off the rail to the north. Land on the low ledge just across the street so that you are in front of the cage. Use the Batclaw to pry off the vent cover in the center of it. Climb inside, and grab the DataPack hidden within.

EXTORTION FILE #16-6

Gadgets Required: —



Southwest from the Royal Hotel main entrance, grapple up to the low rooftop of the closest corner. On the right side, a DataPack is locked up on the wall, with a pressure pad sitting just in front. Step on the switch, and pick up the gift.

EXTORTION FILE #16-7

Gadgets Required: Shock Gloves



Grapple up to the 10th floor from the hotel lobby, and follow the hallway all the way to the dead end. Jump-start the electrical subsystem on the left wall with your Shock Gloves. This raises the gate ahead just enough for you to grab the DataPack.

EXTORTION FILE #16-8

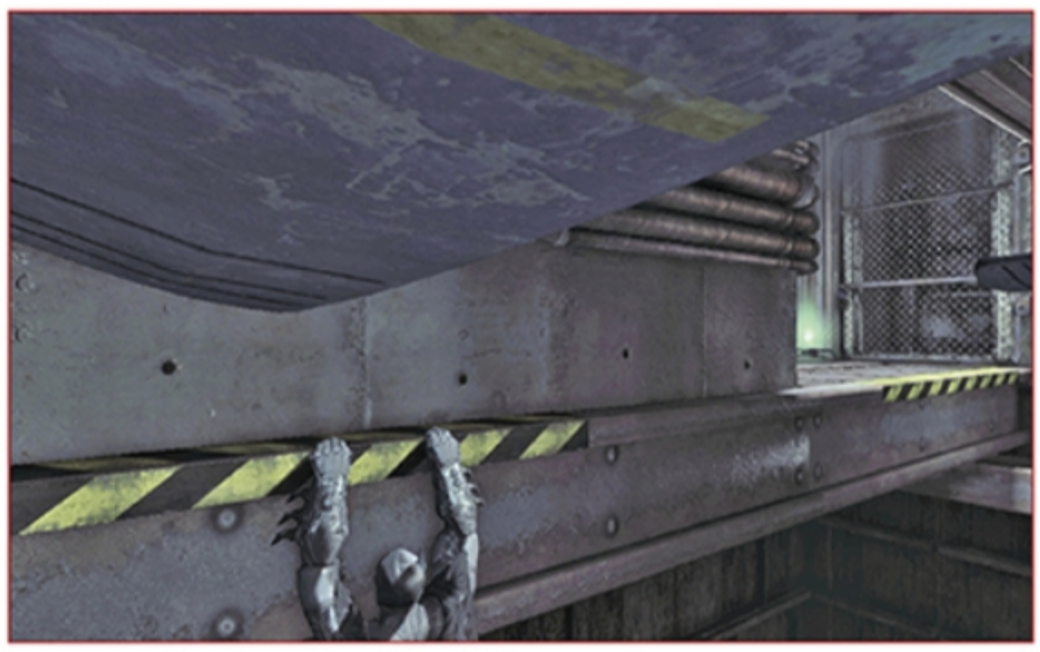
Gadgets Required: Shock Gloves, Remote Claw



Enter the elevator shaft through the laundry room, and follow the ledge all the way around. Glide over to the elevator, and jump-start the portable generator with your Shock Gloves. This takes you up to the 19th floor. Look high in the air, and fire the Remote Claw at one of the anchor points to stretch a cable across the room. Grapple up to it, and tightrope over to the ledge to collect a DataPack.

EXTORTION FILE #16-9

Gadgets Required: —



Grapple your way all the way up the elevator shaft. Before you leave, though, duck under the pipes on the right. Turn right again, and grapple over to the narrow ledge. Sidle right until you can climb up on the platform. Pick up the DataPack before returning the way you came.

EXTORTION FILE #16-10

Gadgets Required: Cryptographic Sequencer, Batclaw

In the hotel ballroom, the Joker has set up some elaborate traps. After you get past the hostages in the water, but before you climb the ladder, turn around to find a security console high above. Use the Cryptographic Sequencer to enter "SURPRISE" as the password. Collect the DataPack that hangs on the nearby wall with your Batclaw.



EXTORTION FILE #17-1

Gadgets Required: Multi Target Batarangs, Batclaw



Grapple up to the tall roof south of the Soder Cola building, and find the pressure pad. Look west to see the Furniture Company sign, with six switches along the top. The three on the right are lit up initially, and if you step on the switch, the other three come on, too. Select your Multi Target Batarangs, aim them toward the left unlit switch, and step onto the pad. Fire the projectiles when the lights come on. Step off, and do the same to the other three switches. You have six seconds after hitting the first switch with a Batarang. Use the Batclaw to snag the DataPack that also hangs on the sign.

EXTORTION FILE #17-2

Gadgets Required: Remote Control Batarang



West of the Comms Tower, look for a platform that spans over a Restaurant Deli & Grill sign. Grapple up to it, where you find a DataPack locked up with a switch underneath chain-link fence just to the right. To the east, there is a sizable opening on the underside. Toss a Remote Control Batarang east, and let it drop a fair bit. Make a U-turn, and guide it up into the hole. Put on the brake, and carefully wind it around the beams that block much of your path to the switch. Grab your reward once it is released.

EXTORTION FILE #17-3

Gadgets Required: Batclaw



From the rooftop just northwest of the Gotham City News building, face east, and run off the side. Glide into a pressure pad on the other side of the street, push off, and guide yourself back into another pressure pad on the original structure. Grapple up to the skywalk, and use the Batclaw to collect a DataPack that is now unlocked; it hangs on the side of the building.

EXTORTION FILE #17-4

Gadgets Required: Batclaw, Remote Control Batarang



Just southeast of the big Furniture Company sign, down on a lower rooftop, a pressure pad sits in the corner that enables electric sparks from the nearby HVAC unit. A ventilation shaft sticks out of the wall, with a very inconvenient fuse box locked up inside. Walk over to the south side of the vent, and pull off the vent cover with your Batclaw. Step onto the floor switch, and toss your Remote Control Batarang at the electricity. Hit the U-turn button just before it makes contact so that it transfers the electricity. Guide it to the south, and bring it back into the opening that you created in the ventilation. Plow the Batarang into the box to free the DataPack that hangs on the outside, and then use your Batclaw to retrieve it.

EXTORTION FILE #17-5

Gadgets Required: Explosive Gel, Multi Target Batarang, Batclaw



Below the Hamilton Hill sign, a DataPack is locked up with six switches below it: three inside a cage, and the other three easily accessible. First, spray Explosive Gel on the right three switches. Then, step onto the ground switch to light them all up and start a four-second timer. Quickly throw your Multi Target Batarang at the left three, switch to the Explosive Gel, and detonate it. Use the Batclaw to collect your prize.

EXTORTION FILE #17-6

Gadgets Required: Disruptor, Cryptographic Sequencer



Look for the Transatlantic by Air billboard southwest of the Royal Hotel, and grapple onto the fence underneath. To the right of the delivery truck, a security console protects a DataPack, with a jammer protecting the console. Fire the Disruptor at the jammer, and then use the Cryptographic Sequencer to enter "SECRETKNOWLEDGE" as the password to get your reward.

EXTORTION FILE #17-7

Gadgets Required: Remote Claw, Cryptographic Sequencer, Batclaw

Activate the jack-in-the-box, and fire the Remote Claw at one of the anchor points to create a zip wire. Glide down to the platform to the southeast, and find the security console on the right wall. Enter "WHYTHELONGFACE" as the password to reveal a DataPack up above. Use the Batclaw to snag it.



EXTORTION FILE #17-8

Gadgets Required: —



Follow the first section of the roller coaster, and then glide down to the floor below the tracks. Turn back to the left to see a small opening at the bottom of the nearby wall. Slide underneath, and pick up the DataPack inside.

EXTORTION FILE #17-9

Gadgets Required: Glue Grenade



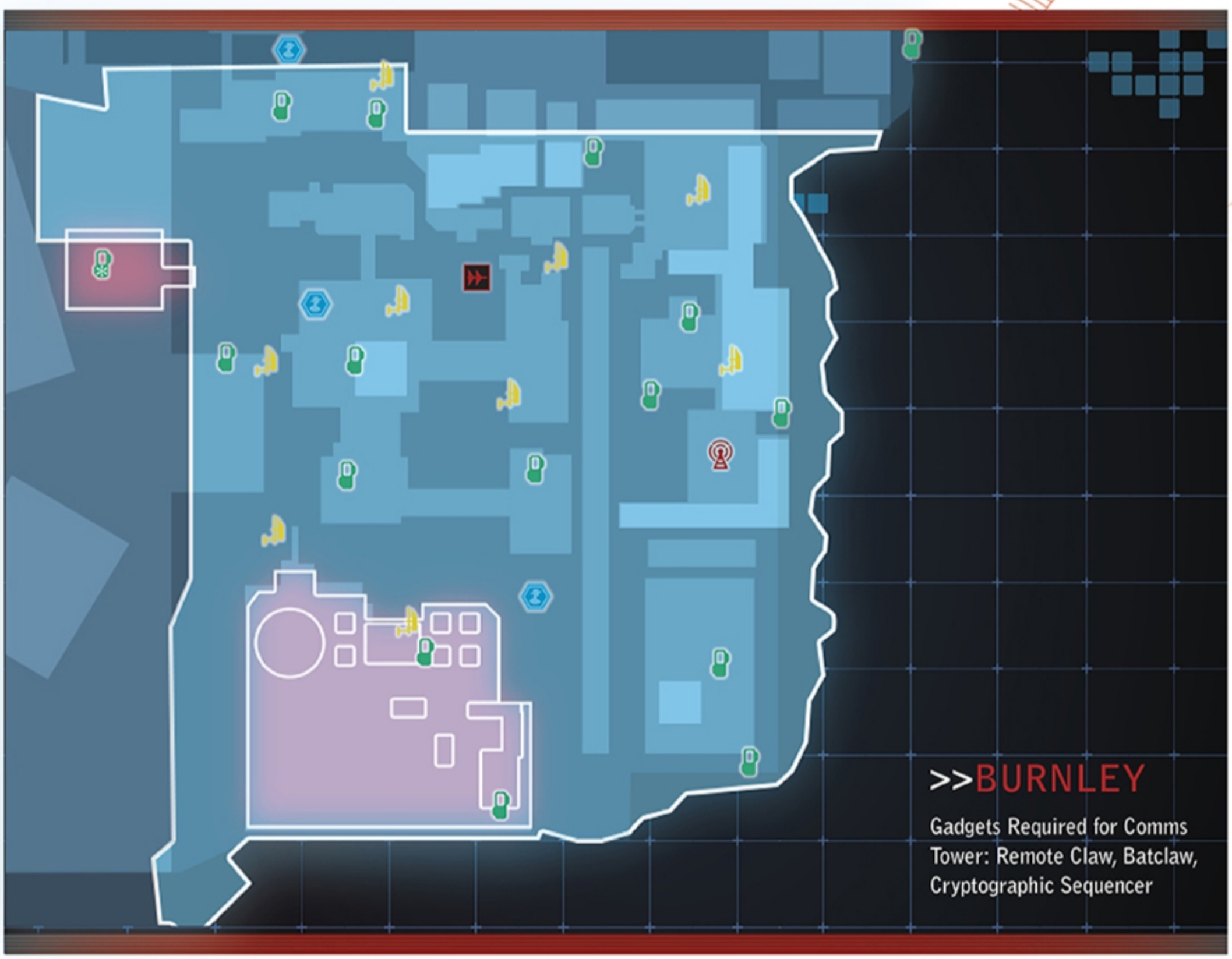
As you climb the ventilation shaft, you come to a point where you can use the Remote Claw to place a cable directly in front of you. This allows you to clear the gap. Quick-fire a Glue Grenade at the busted pipe on the left, and then duck into the small locker room. A DataPack hangs on the wall to the right.

EXTORTION FILE #17-10

Gadgets Required: —



Exit the ballroom, and follow the 25th floor hallway to the Overview Bar. Once inside, drop inside one of the floor grates ahead. Follow the path inward, and continue to turn the same way to find the DataPack.



The GCR Comms Tower in Burnley is found on the east side of the district, northeast of GCPD. On the south side of the building, a window gives you access inside the structure. Use the Remote Claw to place a cable between the anchor point above this window and another on a nearby tower. Grapple up to the wire, and press the Run button to zip line inside. Use the Cryptographic Sequencer to enter "IMPROPRIETY" into the security console found inside. Look above the right door to spot an HVAC system cover, pull it down with the Batclaw, and crawl through to reach the upper roof. Climb the nearby steps, and pull open the door to get inside the maintenance access area. Enter "STOPPEDYOU" into the security console to restore the Comms Tower.





Ten of Enigma's DataPacks are found inside the police station, four are inside the Burnley sewers, and one is within Enigma's headquarters.

>>POLICE STATION



Enigma Datapack

ENIGMA DATAPACKS

EXTORTION FILE #18-1

Gadgets Required: Cryptographic Sequencer

On the east side of the police station, near the coast, a security console holds a nearby DataPack locked up. Hack the device with your Cryptographic Sequencer, using "FINALANALYSIS" as the password.



EXTORTION FILE #18-2

Gadgets Required: Batclaw



Grapple up to the roof of the Gotham City Police Station, and locate the back door directly behind the GCPD sign. Use the Batclaw to grab the DataPack that hangs on the wall.

EXTORTION FILE #18-3

Gadgets Required: Remote Control Batarang



Land on the rooftop east of the police station, and approach the pressure pad that sits in front of a cage. When you step on the ground switch, a gate opens, allowing you access to a lit-up switch inside. Guide a Remote Control Batarang through the opening, and hit the light. This opens a hatch on top of the cage. Guide another Batarang into the new hole, and hit the second switch to unlock the DataPack just ahead.

EXTORTION FILE #18-4

Gadgets Required: Batclaw



From the Comms Tower, glide south around the west side of the corner building. This DataPack hangs on the wall near the south edge. Use your Batclaw to collect it.

EXTORTION FILE #18-5

Gadgets Required: Remote Control Batarang



On the lower northwest side of the Comms Tower building, a DataPack is locked up next to a fuse box. Toss a Remote Control Batarang the other way, and guide it close enough to the electrical current above the tracks to electrify the gadget. There is a tight opening on the west side. Guide it into the fuse box to access the prize.

EXTORTION FILE #18-6

Gadgets Required: Explosive Gel



West of the Hamilton Hill building in the northwest corner of the district, look for a roof access area atop a low rooftop. It is located in between the exterior pipes that litter the area. Use Explosive Gel on the weak wall, and collect the DataPack inside.

EXTORTION FILE #18-7

Gadgets Required: Batarang, Batclaw



North of the police station, look for a lone pressure pad sitting in a corner next to the railing. Just east, a skywalk stretches high above the street. Step on the ground switch, and your focus shifts to the bottom side of the walkway. Immediately quick-fire a series of Batarangs, as you only have two seconds to hit one of the lit-up switches. Look right to find the unlocked DataPack on the side of the building, and use your Batclaw to snag it.

EXTORTION FILE #18-8

Gadgets Required: Cryptographic Sequencer



In between the Hamilton Hill building and the Comms Tower, land on a low rooftop under a balcony. A security console keeps a nearby DataPack locked up. With the Cryptographic Sequencer equipped, enter the following passwords to get your prize: "PUZZLEBOX," "SHAKEDOWN," and "COERCION."

EXTORTION FILE #18-9

Gadgets Required: Explosive Gel



Land on the rooftop just in front of the first H in Hamilton Hill. Place Explosive Gel on the destructible surface of the roof access area, and grab the DataPack inside.

EXTORTION FILE #18-10

Gadgets Required: —



East of the Hamilton Hill building, a DataPack is locked up tight next to the water. A pressure pad up on the wall unlocks the box. Glide off one of the perches above, and circle back to the switch. Push off the wall, and land next to the prize as a four-second timer starts to tick down.

EXTORTION FILE #19-1

Gadgets Required: Glue Grenade



Northwest of the police station, find a pressure pad on the western rooftop that sits in front of a long cage. Inside, three busted pipes spew out steam. Step on the switch to open up the side, giving you access to the obstacle. Quick-fire three Glue Grenades to plug up the pipes, and then crawl into the cage from the left side to collect the DataPack inside.

EXTORTION FILE #19-2

Gadgets Required: Shock Gloves



On the rooftop of the tall building, northeast of the police station, a portable generator sits next to more equipment. Charge it up with Shock Gloves, and collect the unlocked DataPack that sits next to it.

EXTORTION FILE #19-3

Gadgets Required: Shock Gloves, Batclaw



From the Comms Tower, fly east past the railing, and dive down toward the ice. You should spot some steps leading back into some kind of cave. Land there, and climb up to the landing. Use the Shock Gloves to jump-start a generator, and then grab the DataPack above with your Batclaw.

EXTORTION FILE #19-4

Gadgets Required: —



Drop down the elevator shaft, and follow the path around until you can grapple up to a upper balcony. Glide off the railing, and travel over to an office, where a DataPack sits on the desk.

EXTORTION FILE #19-5

Gadgets Required: Glue Grenade, Cryptographic Sequencer, Explosive Gel

Access the derelict elevator shaft through the police station infirmary, and toss a Glue Grenade at the busted pipe on the left before climbing onto the platform. Enter "DEADHOUSE" as the console's password, and climb the ladder to find the morgue. Place Explosive Gel on the weak section of floor, and detonate it to drop into a tight crawl space, where a DataPack hides. The busted pipe and security console may have already been taken care of if you have been through this area before.



EXTORTION FILE #19-6

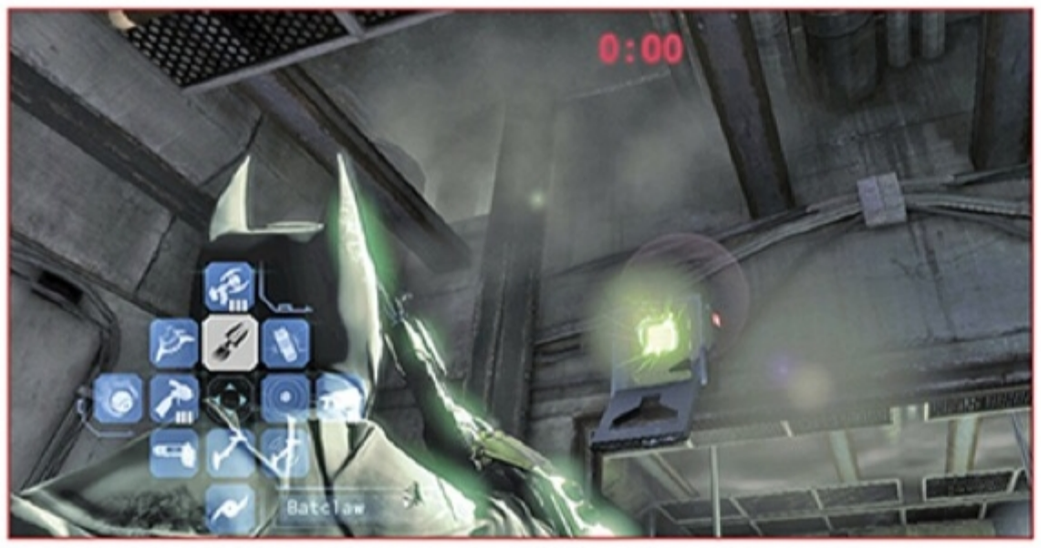
Gadgets Required: —



From the east exit of the Interrogation Room, hop through the window just ahead to the left. A DataPack lies on the floor inside the office.

EXTORTION FILE #19-7

Gadgets Required: Batarang, Batclaw



In the SWAT Division section of the police station, find the Interrogation Room on the north side. A switch sits on the wall on the west side of the window, and the DataPack is on the other side. Quick-fire a Batarang at the switch, and quickly hop through the opening and use your Batclaw to collect the prize.

EXTORTION FILE #19-8

Gadgets Required: Remote Claw, Shock Gloves



Use the anchor points to create a cable above the SWAT Division Conference Room, and enter the ventilation shaft in the corner. After dropping into the next room, jump-start the electrical subsystem on the left wall with your Shock Gloves. This unlocks the nearby locker room, where the DataPack hides in one of the shower stalls.

EXTORTION FILE #19-9

Gadgets Required: Remote Claw, Remote Control Batarang



In the derelict elevator shaft, grapple up to a pipe above, and then use your Remote Claw to place a cable across the two anchor points even higher. Toss a Remote Control Batarang into the electric current, and guide it through the vent opening above one of the anchor points. Turn right, and plow the gadget into the fuse box on the right wall. This opens the nearby cell, giving Batman access to another DataPack. Enter through the vent and grab it.

EXTORTION FILE #19-10

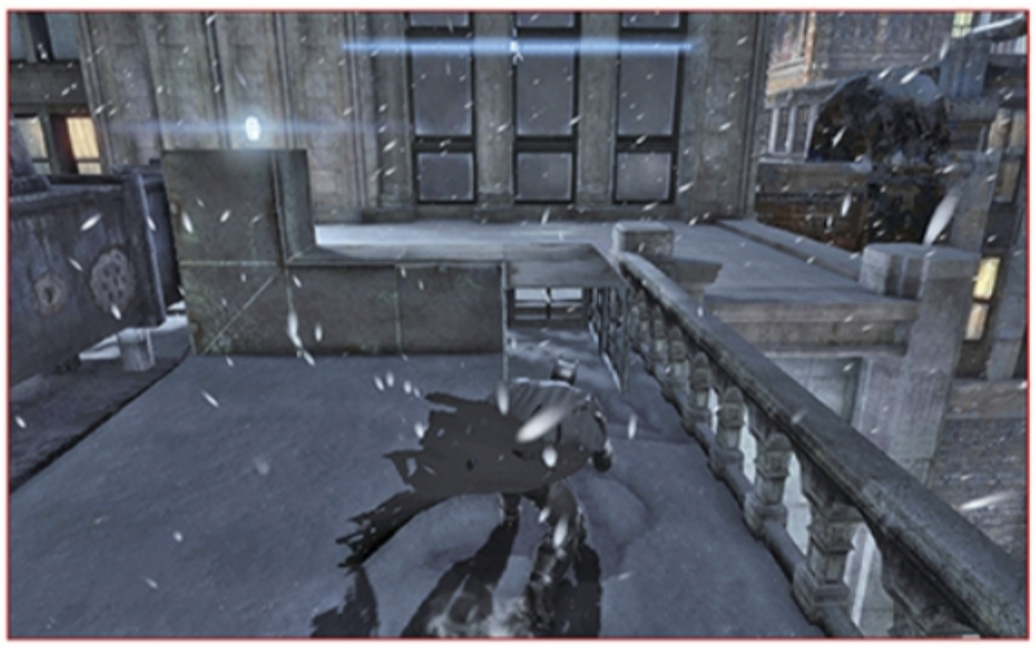
Gadgets Required: Batclaw



Crawl through the ventilation shaft in the maintenance area to reach the locker room. On the far wall, a locker holds a DataPack inside. Use your Batclaw to pry it open and collect your prize.

EXTORTION FILE #20-1

Gadgets Required: —



A wide walkway spans across rooftops west of Hamilton Hill, with HVAC equipment resting on top. Land on this platform, and crawl into the ventilation to find the DataPack.

EXTORTION FILE #20-2

Gadgets Required: Shock Gloves



West of the Comms Tower is a hotel. Look for a lower rooftop with a portable generator and two pressure pads. Start up the device with your Shock Gloves, and then step on the far pad. This starts a ball rolling that holds the DataPack. Once it reaches the left side of the cage, step on the other switch to get it rolling back to the right, where Batman can grab it from the other side of the bars.

EXTORTION FILE #20-3

Gadgets Required: Cryptographic Sequencer with Range Amplifier



Use a perch on the north side of the bullpen to enter the maintenance access area. Climb down the hatch, and drop off the side. Use your Cryptographic Sequencer on the security console on the far wall to enter "CONVICTION." Collect the DataPack that lies inside.

EXTORTION FILE #20-4

Gadgets Required: Cryptographic Sequencer



Grapple up to the northwest balcony of the GCPD bullpen, and use the Cryptographic Sequencer to hack the console with the password, "PROUDTOSERVE." This gives you access to Gordon's office, where a DataPack sits against the far wall.

EXTORTION FILE #20-5

Gadgets Required: Batclaw

Use the elevator in the GCPD Telecom Room, which is accessible from Burnley sewers. Grapple up to the walkway, and enter the room on the left. Pull the cover open on the equipment ahead with your Batclaw, and then grab the DataPack inside with the same gadget.



EXTORTION FILE #20-6

Gadgets Required: Glue Grenade



In the west Burnley sewers area, grapple up to the high walkway, and follow it straight ahead. Slide under the gate, and plug the busted pipe with a Glue Grenade. Continue forward to get the DataPack.

EXTORTION FILE #20-7

Gadgets Required: Remote Claw



Glide your way through the Water Treatment section of the sewers to reach the west area of the Burnley sewers. Follow the path into the big room. Grapple up to the walkway straight ahead, and then face to right. Fire the Remote Claw at the anchor points, and glide over to the cable. Tightrope into the pipe to collect the DataPack.

EXTORTION FILE #20-8

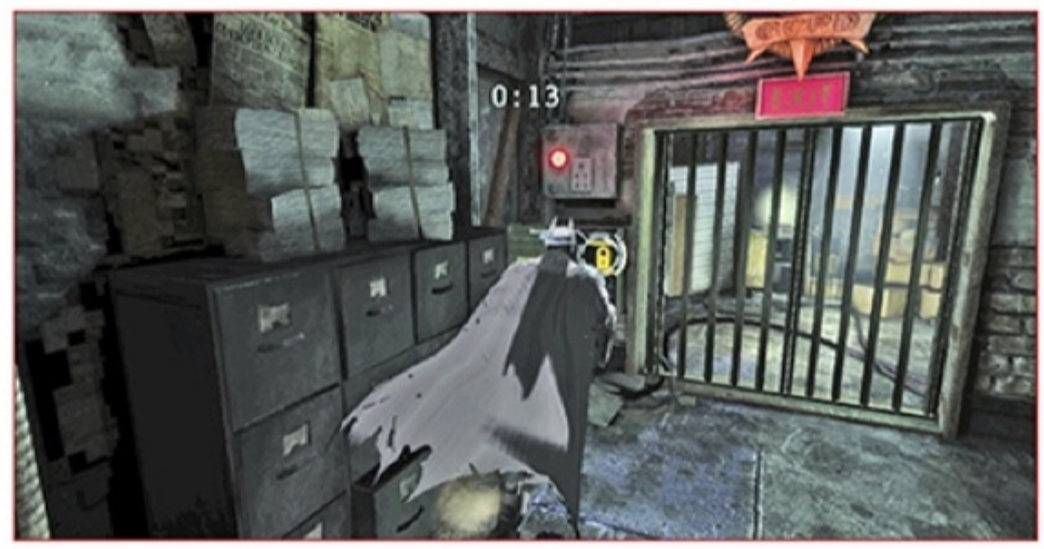
Gadgets Required: Glue Grenade



From the derelict elevator shaft, plug the steam leak with a Glue Grenade, and follow the east part of the Burnley sewers until you reach a door on the left. Quick-fire a Glue Grenade into the water to create a raft, and guide it into the narrow hallway on the right. Hop onto the platform ahead to collect a DataPack.

EXTORTION FILE #20-9

Gadgets Required: Shock Gloves, Cryptographic Sequencer



Enter the sewer through the manhole on the west side of Burnley, and follow the path to a hole in the left wall. Use Shock Gloves to charge up the electrical subsystem, and then run over to the security console to the left, as you only have 15 seconds to enter the password. Enter "PROFITEERING" to open the gate, and collect the DataPack inside.

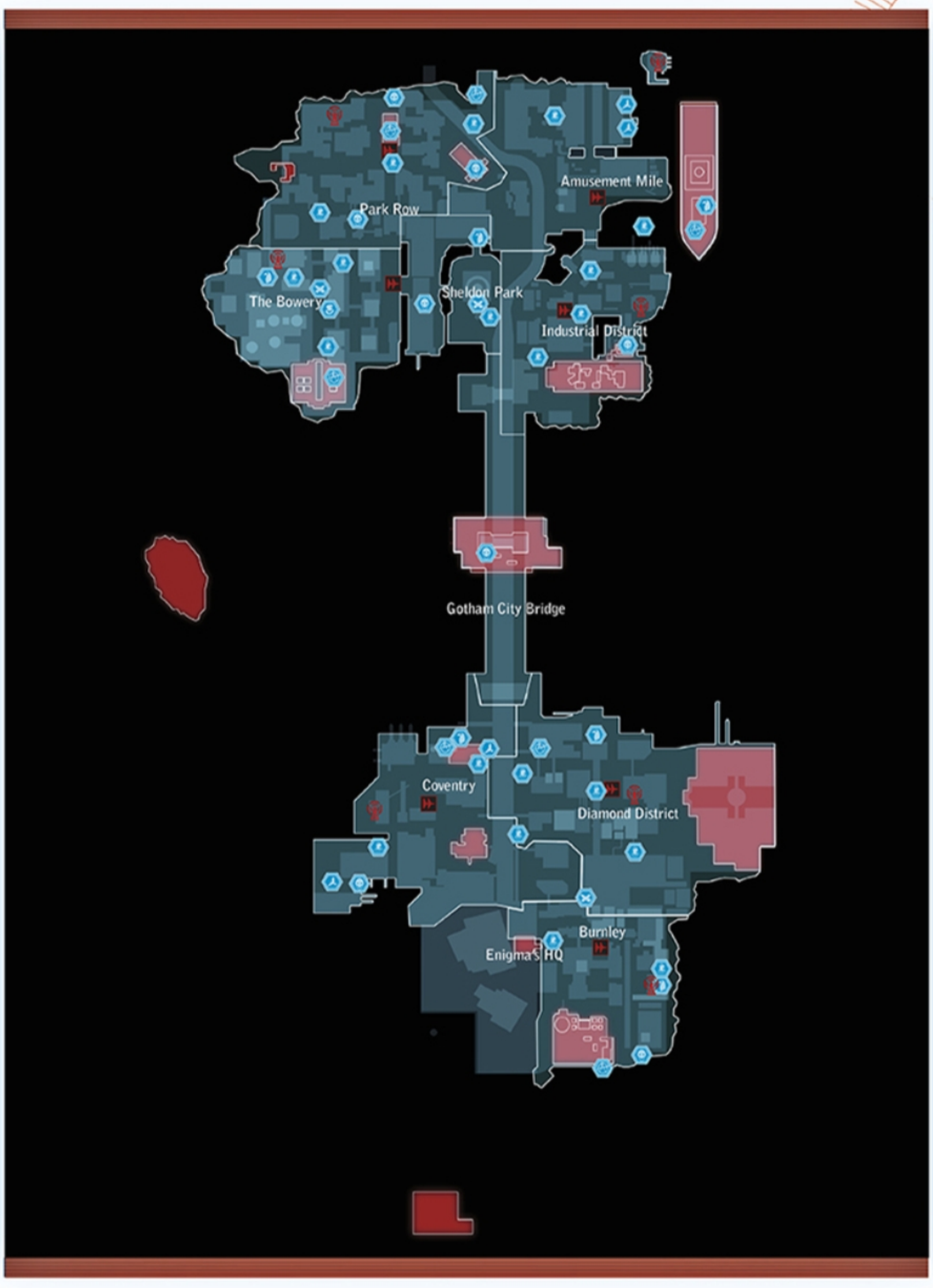
EXTORTION FILE #20-10

Gadgets Required: Batclaw

Inside Enigma's headquarters, look past the railing on the right to spot a DataPack hanging on the far wall. Use your Batclaw to pull it in.



MOST WANTED WORLD MAP



- Anarky Supporters & Bombs
- Bird Gang Fights/My Alibi Nightclub
- Escaped Blackgate Prisoner
- The Penguin's Arms Caches
- Shiva's Test
- Batwing Drop Point
- Mad Hatter Hat Shop
- Black Mask Drug Stash
- GCR Comms Tower

ANARKY

UNLOCKS

Concussion Detonator—Blast Radius Upgrade

As you exit the Final Offer after trying to get to The Penguin, Anarky makes an appearance on the monitors of the gun shop. As the "voice of the people," he announces himself to Gotham City and declares that he will take care of the city's problems. On the main deck of the cargo ship, he continues his plea, stating that three bombs have been placed around Gotham City. It is up to Batman to stop the madness and destroy the explosives.





>>DEFUSE ANARKY'S FIRST BOMB



Grapple up to the crow's nest on the back of the Final Offer, then talk to Anarky's supporter. A three-minute timer starts counting down, so immediately start gliding to the west. The first bomb is located on top of the Gotham City Merchant's Bank in The Bowery. Use your gliding skills with Grapnel Accelerators to get there quickly. Take down the six enemies who guard the explosive, and then destroy the bomb.

>>DEFUSE ANARKY'S SECOND BOMB





You can find Anarky's second supporter in the northwest corner of the Diamond District. He is standing on the west side of the high-rise with the Soder Cola sign. Talk to him to kick off another timer, with 3:49 counting down. This one is back in Old Gotham City in the northeast corner of Park Row. Find a group of thugs guarding the device on the opposite side of the bridge from the church. Defeat the eight hostiles, and destroy the bomb.

>>DEFUSE ANARKY'S THIRD BOMB





Head to northern Coventry and look for the backside of a big factory to find Anarky's third supporter. Speaking to this anarchist starts a timer with 2:39 on it. The final bomb is found behind the GCPD precinct in the Burnley District. Glide over the top of the building, and dive bomb into the group of enemies on the ice below. Thrash the eight adversaries, and destroy the bomb.

>>CONFRONT ANARKY AT THE COURTHOUSE

With the bombs out of the way, it is time to deal with Anarky himself. Travel to the abandoned courthouse in Park Row District, and take care of the hostiles behind the building. Enter the rear door, and follow the hallway into the courtroom. Defeat the six enemies who immediately attack. Once you've knocked them all out, another set of six hostiles drops in. During this fight, stay on the move, as Anarky tosses Molotov cocktails from above. As you finish up the second fight, Anarky joins in, along with four more of his supporters. He carries a Stun Baton, so be sure to evade over his head and attack from behind. Take everyone down to complete his Most Wanted.





THE PENGUIN



UNLOCKS

Unlocks: Disruptor— Disable Weapon Box Upgrade

After Batman escapes the Gotham City Police Department, Barbara Gordon contacts him and asks for a favor. Evidence crates have gone missing from the precinct. She gives you the locations of six arms crates, which need to be destroyed with the Disruptor. These show up on the map as penguin icons.



>>USE THE DISRUPTOR TO DESTROY THE PENGUIN'S SIX ARMS CACHES

ARMS CACHE 1

District: Burnley
Unlocks Multiplayer: Cobblepot Satchel



Find this weapons crate behind the Burnley GCR Comms Tower. Four SWAT members guard it, so knock them out, and then use the Disruptor on the crate.

ARMS CACHE 2

District: Diamond District
Unlocks Multiplayer: Cobblepot Case



Travel to the Gotham City Daily in northern Diamond District, and move around to the backside. The arms cache sits in the back of a delivery truck behind the building. Take out the five enemies, then destroy the weapons with the Disruptor.

ARMS CACHE 3

District: Coventry
Unlocks Multiplayer: Cobblepot Case



In northeast Coventry District, this arms cache sits near the water behind a big warehouse. Penguin's men guard the weapons, so take them out before disabling the crate.

ARMS CACHE 4

District: Sheldon Park
Unlocks Multiplayer: Cobblepot Crate



In Sheldon Park, north of the Wonder Tower, grapple up to the left side of the balcony on the Light & Power building. Sneak behind the left guard, take him out quietly, and hang over the side. Eliminate the other two armed men in the same manner, and then destroy the weapons cache.

ARMS CACHE 5

District: Amusement Mile (Final Offer)
Unlocks Multiplayer: Cobblepot Crate



Travel to the Final Offer in the Amusement Mile District, and land on the southern balcony. Use the Batclaw to open the back of the freight container that hangs from the crane, and destroy the arms cache inside.

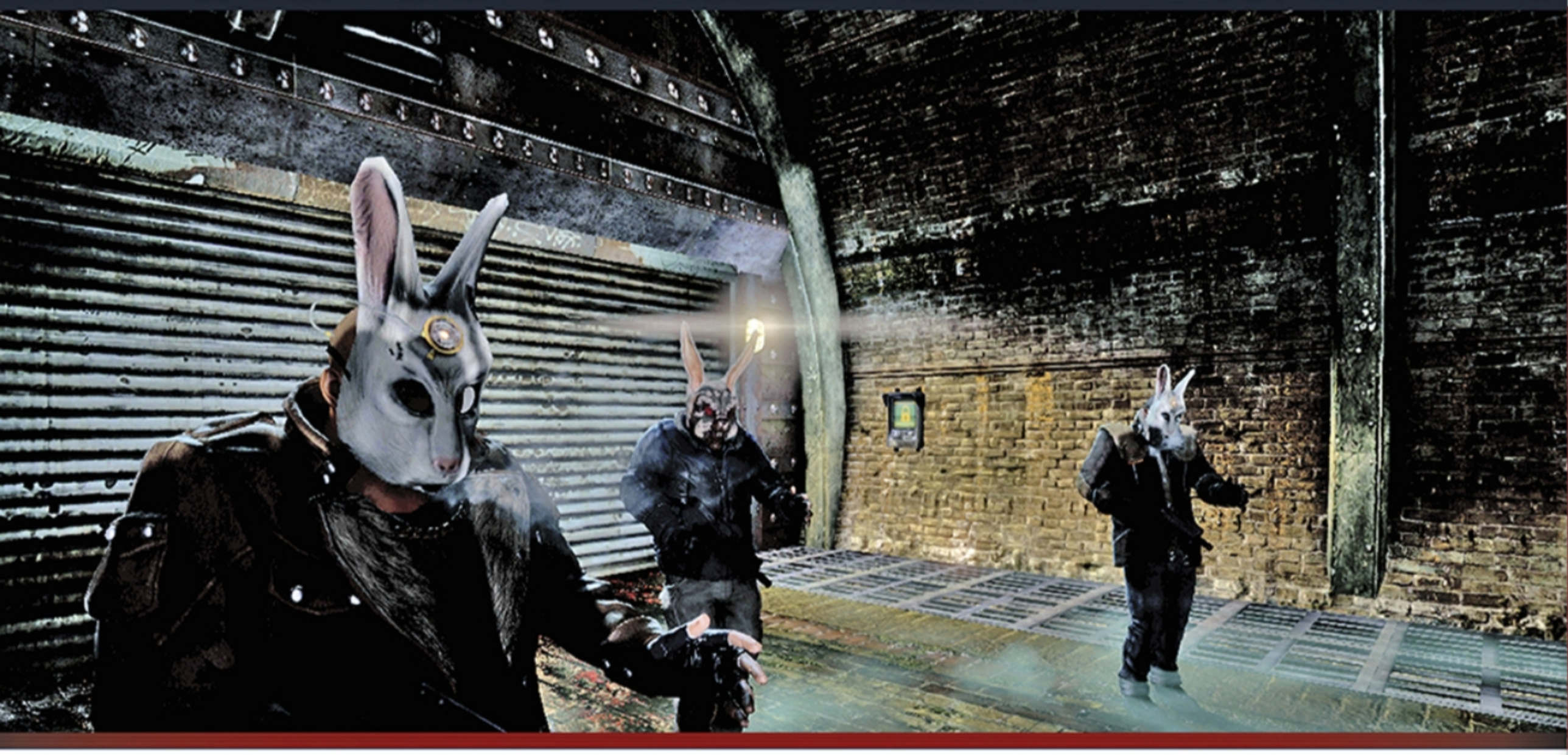
ARMS CACHE 6

District: The Bowery
Unlocks Multiplayer: Cobblepot Premium Container



Find the horse statue in the northwest section of The Bowery. Enter the Jezebel Center to the east, turn around, and move past the subway entrance to find a group of Penguin's men. Knock them out, and then use Explosive Gel on the southern wall to find the sixth arms cache. Destroy it with the Disruptor.

THE MAD HATTER



UNLOCKS

Reverse Batarang Upgrade

After setting up a connection to the National Criminal Database and exiting the Burnley sewers, Batman is greeted by three criminals in bunny masks. Along with the Mad Hatter, they invite you to a party at the Hat Shop in The Bowery. Travel to the shop (located north of the Gotham City Merchant's Bank), and step inside.



1 To The Bowery

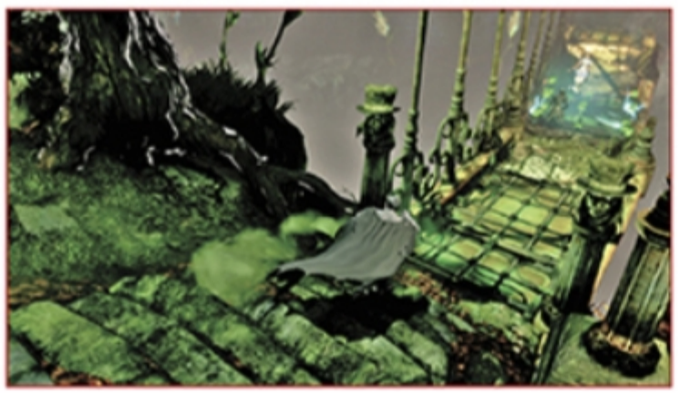
2 Mad Hatter

Datapack

Pull the HVAC system cover off the left wall with the Batclaw and crawl inside, following it until you reach an opening on the left. Drop into the room, and take down the seven hostiles inside. Talk to Mad Hatter to get sent to Wonderland.



Run along the path until you reach the bridge, where three sections of the structure are wired. Wait at each one for the electricity to stop before you move on. Quick-fire six Batarangs at the end of the walkway to knock out the lights on each side of the keyhole. This lowers a bridge so that you can proceed.





Two more electrified sections of the road require you to pause before running off the right side. Batman hops over to a narrow ledge. Sidle to the right until you can drop down to another path. Continue around the corner, and then climb into a hole in the wall on the left side. Hop off the other side to end up in a building in front of three doors. Enter the one with the picture of the rabbit three times to continue in Wonderland.





In the next room, Mad Hatter thugs attack from a reflection ahead. Keep defeating them as they advance until you've knocked out 10 enemies, revealing a door ahead. Go through the door and follow the path to the right, avoiding more electricity. Place Explosive Gel on the portrait at the dead end, and detonate it.





Move through the hole, and step onto the floating saucer. Use the Batclaw on the two rings ahead to pull yourself across the water. Go through the door, and hop onto a ledge along the back wall. Shimmy to the right until you can climb up to the walkway, and then crawl into the small space, following it up the incline.



Once you are standing again, climb the ladder, and then walk onto the cable that spans between your ledge and another picture of Mad Hatter. Zip line through the card, and immediately run to the left, staying ahead of the pendulum that knocks out the bridge behind you. Enter the keyhole door, and use the Remote Claw to place a cable across the two anchor points above.



Grapple up to the wire, and glide down to a platform just below you. Step up to the device, and activate the gear. This raises one of the anchor points up so that it is directly across a third point. Fire a high-tension cable between them, and grapple up to the new wire. Jump down to the door, and move into the next room.

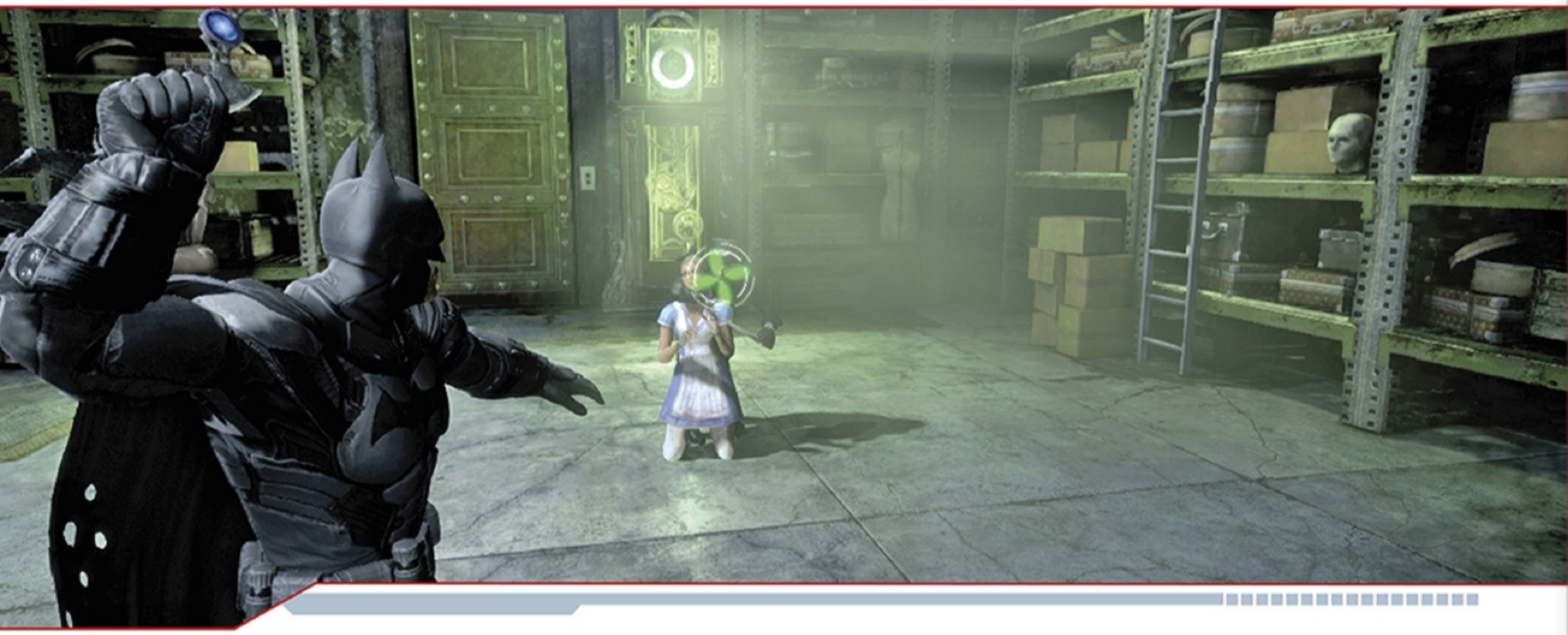


Climb the ladder, and pause at the next ledge. Once the pendulum moves back behind the wall, run and jump across the gap. Carefully walk across the narrow pipe, and again, wait for the pendulum to move away before you jump another gap. Through the next door, gears sit between two platforms. Grapple up to the right one, and wait for it to lower completely before grappling into an opening in the ceiling.





Move forward onto the pipe, and follow it around to the left. Continue along the path as you climb a couple ledges and a ladder. This returns you to the back of the Hat Shop, where Mad Hatter holds Alice in front of him. Aim your Batarang at the villain, and press the Grapple button. This causes it to fly past him, make a U-turn, and hit him in the back of the head. This gives Batman the chance to knock him out, completing the Mad Hatter Most Wanted.



SHIVA



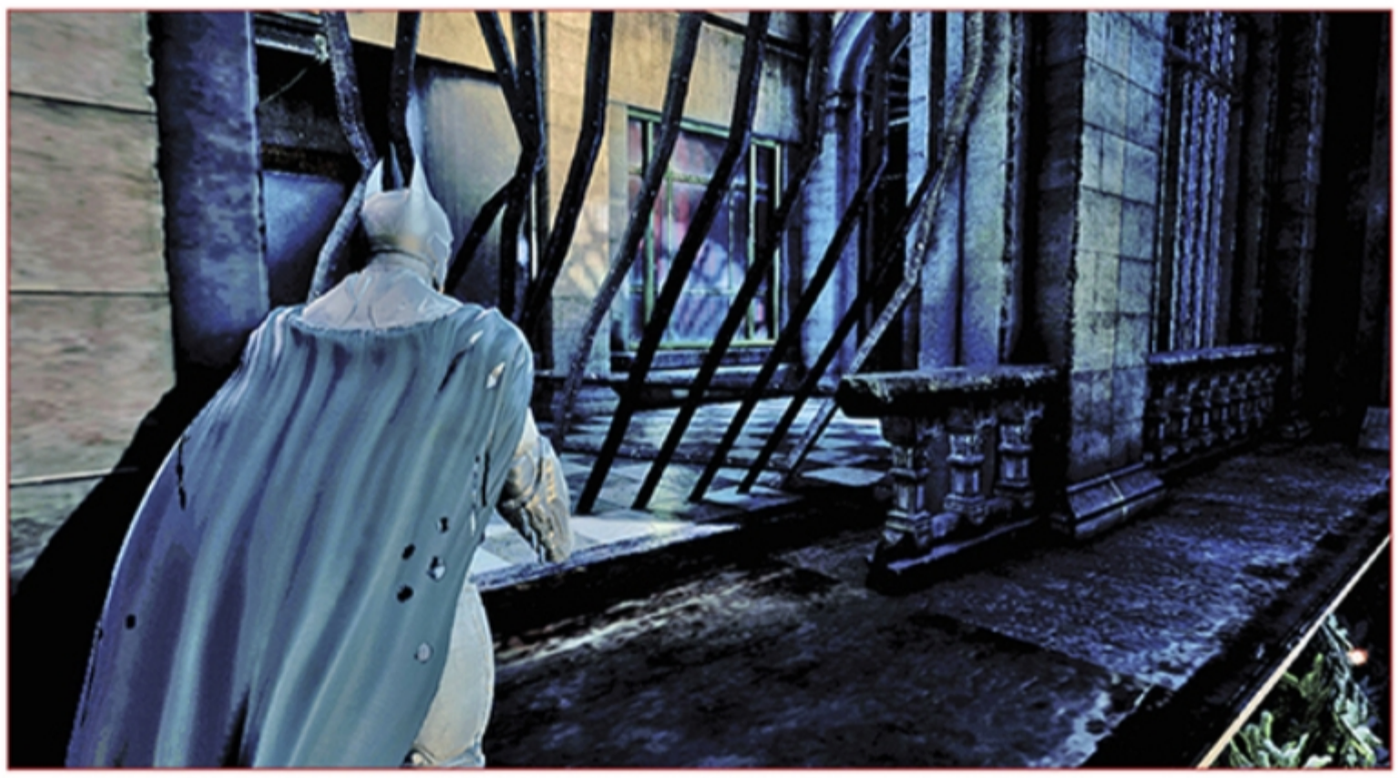
UNLOCKS

Critical Strikes Upgrade

During Story Mode, after exiting Gotham City Merchant's Bank, you can hear a baby crying. Locate a carriage in the center of The Bowery, and investigate it. Soon, Shiva attacks Batman from behind. Counter her move, and she presents you with Shiva's Test of Worth. An "innocent man" is about to die in New Gotham City. Check your map to discover that he is located on the far south side of the Diamond District. Use the Burnley Batwing Drop Point to fast travel near the location.

>> LOCATE AND SAVE THE "INNOCENT MAN"

Head north from the drop point until you hear a distress call ahead. (You will actually be in the southeastern corner of Coventry District until you open the door, and then you are in a shopping complex in Diamond District.) A man hangs above an electrified pool of water. Grapple up to the left ledge, and walk through the opening in the bars. Step up to the panel on the far wall, and destroy it. At this point, three female ninja attack Batman. Counter this initial attack, and then start pummeling the trio.



Ninja have a single strike that you can counter as normal and a blade attack that requires a Blade Dodge to avoid taking damage. They also have the ability to evade your attack, but this does not count against your combo.



Once you've taken care of them, look up, and use the Remote Claw to fire a cable between the anchor point above and another across the room. Grapple up to the wire, and use it to cross to the other side. Destroy another panel to disable the electricity in the pool. Three more ninja strike; knock them out before getting back on the cable. Drop down to the middle of the room, and Batman releases the prison guard with a Batarang. Talk to him to learn about his partner and more ninja.





>>SCAN THE AREA FOR A TRAIL

Enable the Evidence Scanner, and scan in a drop of blood at the other end of the pool. Use Detective Vision to follow the trail out the door you came in. Continue directly along the street and down the ramp. Stay on the trail as it climbs onto a van and then across a rooftop. After dropping back to the ground, the blood leads over three fences before ending at a body.





>>CONFRONT SHIVA

Shiva attacks again. This time, she tells Batman to meet her at Sheldon Park. Fast travel to the Industrial District, and then go west to reach Wonder Tower. Enter the front door to reach the lobby as the assassin emerges from the elevator.



>>DEFEAT SHIVA

After a short talk with her, four ninja attack. Counter this move, and then start thrashing the five women. Shiva strikes three times in a row, so be ready to counter each one. Once you have dealt enough damage, the ninja are replaced by martial artists. It takes many counters to finish off this group. Always be alert for incoming attacks, and if you find yourself in trouble, evade out of the group. With only Shiva remaining, whittle her health down to one line on her health bar. She evades your attack and strikes with her sword. Rapidly press the Run button to push her back. The assassin decides the fight is over and escapes. Her Most Wanted file may be pending, but for now, it is complete.





BLACK MASK



UNLOCKS

Increased Smoke Duration Upgrade

During Story Mode, after investigating the Steel Mill, Batman comments that the nearby chemical container should be destroyed before exiting the building. Spray Explosive Gel on the barrel, and destroy it. This starts Black Mask's side mission, where you must destroy six more drug stashes hidden around Gotham City.



>>DESTROY BLACK MASK'S DRUG STASHES

DRUG STASH 1

District: Park Row



Travel to the abandoned courthouse in northern Park Row, and move around to the back of the building. Take out the hostiles who protect the container, and then approach the wall to the north. A security console keeps it locked up, so pull out the Cryptographic Sequencer and enter "THESOCIETY." Detonate Explosive Gel on the stash.

DRUG STASH 2

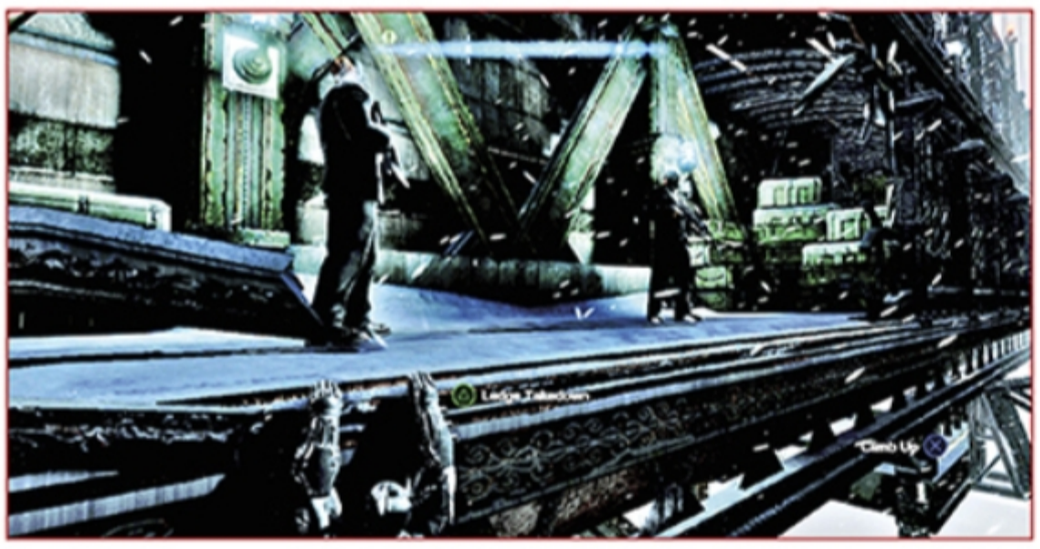
District: The Bowery



Enter the Light & Power building that connects Sheldon Park and The Bowery. Take out the two thugs at the upper level, and enter the southern hallway to find the container.

DRUG STASH 3

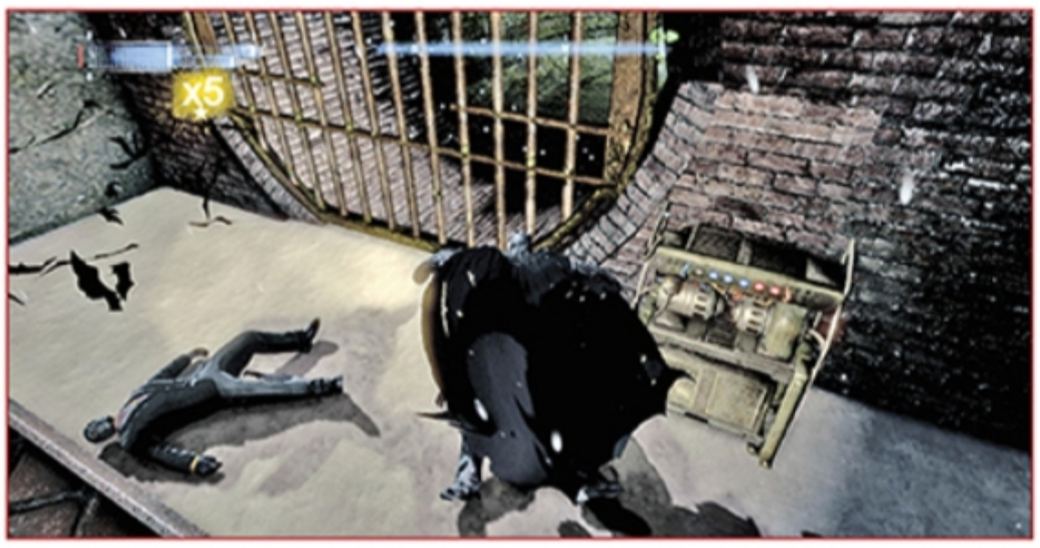
District: Pioneer's Bridge



On the southwest side of the Pioneer's Bridge middle pillar, five of Black Mask's men guard a container that sits on the western walkway. Use your Disruptor to disable the two firearms, and then grapple up to the ledge. Take the foes out and destroy the drug stash.

DRUG STASH 4

District: Coventry



In the southwest corner of Coventry District, two Black Mask thugs patrol a small platform next to the water. Drop in on them, and take them down. Use Shock Gloves to charge up the portable generator to open the gate. Find the container inside the tunnel.

DRUG STASH 5

District: Burnley



From the rooftop just east of the GCPD, drop off the back, and eliminate the four thugs who guard the stash. Once you've secured the area, destroy the container.

DRUG STASH 6

District: Park Row



This container is located in southern Park Row just west of the Ace Chemicals building, and four of Black Mask's men guard it. Take care of them, and then destroy the stash.

>>CONFRONT BLACK MASK AT THE CHURCH

Once you have destroyed all six drug stashes, travel to Park Row and enter the church. Grapple up to a vantage point and survey the situation. Six armed thugs occupy the building, so you must make your way around the room and take each one down without being seen. Once the area is clear, move to the back of the church, and hack into the security console on the wall. Enter "DEADPARENTS" as the password, and destroy the last drug stash.

Black Mask shows up with eight more of his men, including two martial artists and an armored enemy. A gun locker adds to the threat level of the group. Take down all nine of the enemies to complete this Most Wanted mission.







DEADSHOT



UNLOCKS

Batclaw Disarm Upgrade

During Story Mode, as Batman heads toward the bridge in an attempt to pick up Electrocutioner's electromagnetic signature, Alfred informs him of a disturbance nearby. In The Bowery, an S.O.S. broadcast needs to be investigated. Check out the signal, and a new Casefile opens up. Solve the crime, and after you decode Deadshot's radio broadcast, the assassin invites the vigilante to Gotham City Merchant's Bank, where he plans to take him out and collect the bounty. Enter the bank either through the roof access or the front door.

>>CONFRONT DEADSHOT AT THE GOTHAM CITY MERCHANT'S BANK

Deadshot patrols the upper walkways with his wrist-mounted guns. He is extremely accurate and can ricochet his rounds off multiple walls. When he is aiming his weapon, a red laser shows you the path his bullet will take. The assassin is armored and therefore immune to Silent Takedowns. Quickly hit him with a Knockout Smash, or he will just break free. This makes it a loud takedown, so be ready to make a hasty escape.



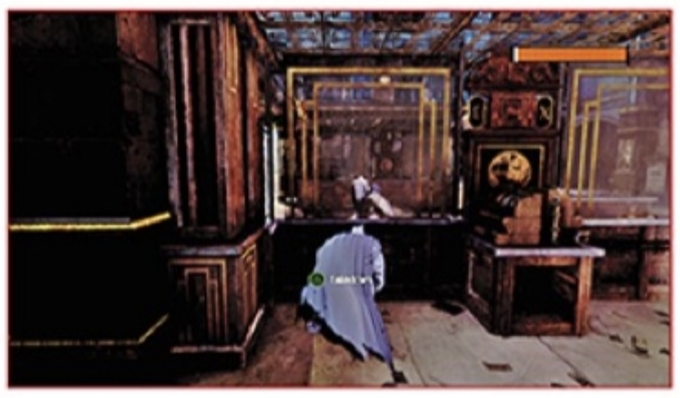


Five armed enemies, along with a minelayer, roam the lower floor and occasionally join Deadshot on the walkways. A hostage is being held in the middle of the ground level, but there's no need to worry about him yet. Use the same takedowns that you have employed in other Predator Encounters. Spray Explosive Gel on the destructible walls, toss the Sonic Batarang nearby, and once you get the message that a hostile is within range, detonate it. Use the vantage points, vents, and grates to hide from and take down the thugs. You can attach fire extinguishers to a hostile with the Remote Claw to knock him down. Be careful of loud takedowns that immediately attract the assassin's attention; always be ready to flee to a safer location.



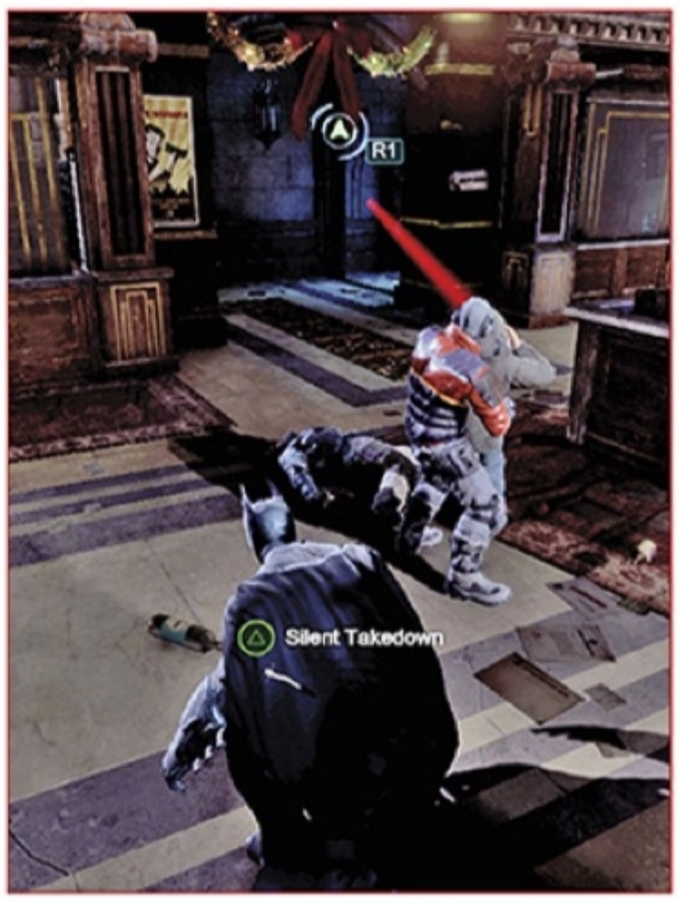


Once you eliminate Deadshot's five men, it is just you against him. Work your way behind the assassin, and use a Knockout Smash to hurt him. Offices on the side of the room make for good locations to wait for him, if needed. Once the boss has taken enough damage, he hops down to the ground floor, and more hostiles join the fight. Knock him down again, and another group of enemies enters through the front door. These reinforcements may include a Thermal Goggles-wearing or jammer-wielding enemy.





Once his health is down to about 25 percent, the assassin grabs the hostage, holding him in front. Without being seen, you must again work your way behind the guy and perform a Silent Takedown. This knocks Deadshot out for good.



BIRD



UNLOCKS

Special Combo Disarm and Destroy Upgrade

During Story Mode, after scanning the corpse at the GCPD Morgue and on your way out, a report sounds over police radio about a scuffle that may involve chemical weapons. To start this side mission, head to the southwest corner of the Coventry District and investigate the gang fight.

>>INVESTIGATE THE GANG FIGHT

This is a pretty good-sized fight consisting of 19 enemies, including several with knives and melee weapons. You can take advantage of the fighting between the two gangs and keep your strikes to one side. This way, the other hostiles will continue battling each other. The final enemy gives up, allowing you to interrogate him.





Your second objective is to investigate another gang fight at Dixon Docks in the Amusement Mile District. This fight includes 22 enemies with knives and melee weapons. The two gangs are even more dispersed in this turf war. Again, interrogate the last standing hostile. Search to the south for an open container, and scan in the birdcage with the Evidence Scanner. This leads Batman to My Alibi Nightclub in the Coventry District.





>>ENTER MY ALIBI NIGHTCLUB AND CONFRONT BIRD

Your final objective is located in the northeast corner of the district. Enter the door on the southeast side of the building, descend the stairs, and step into the nightclub. Follow the hallway left, and continue around the perimeter of the room until you spot Bird and his men harassing a man on the dance floor. Glide kick one of the hostiles, and then work your way through the group, which includes two Venom Users. After you have taken out everyone but the assassin, interrogate him to find out who he is.



1. To Coventry District
2. Bird
3. Private Room



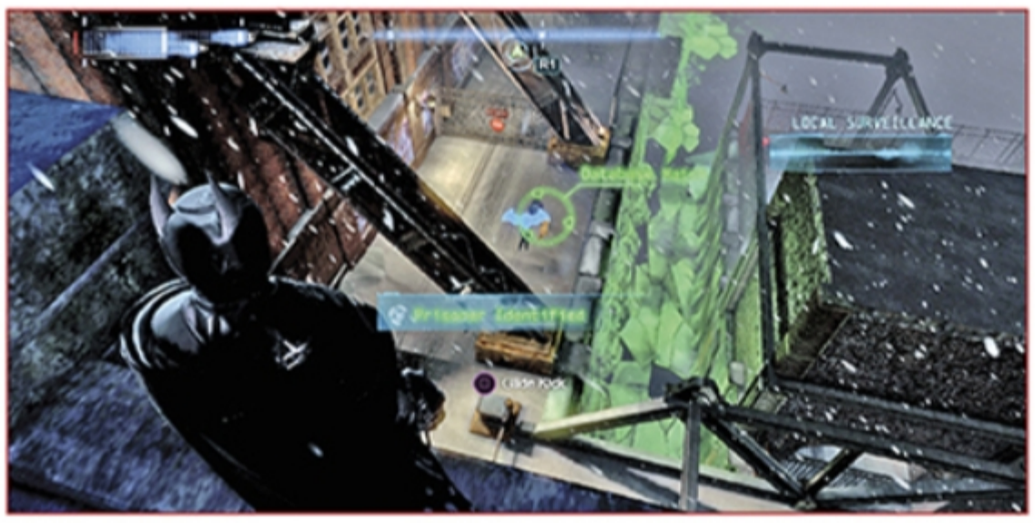


ESCAPED BLACKGATE PRISONERS



After completing Story Mode, six Case File Reports, and six Crimes in Progress, Batman gets a call from Captain Gordon about some escaped convicts. All 20 locations are added to your map and to the Most Wanted section of your Mission Interface. This guide also includes these locations on the Most Wanted world map.

Travel to a prisoner's location. With the guy in his sight, Batman matches him to the database to confirm his identity. Drop in on him and his buddies, and take them all down. The convict surrenders, so walk up to him and interrogate him. Whenever Batman takes one down, he calls it in to Captain Gordon to let him know that a prisoner is ready for pick up.





GOTHAM CITY INTEL

You can collect Gotham City Intel by scanning in Cyrus Pinkney Plaques and Anarky Tags around Gotham City. Note that Anarky Tags only show up in Detective Vision. Once you find a plaque or tag, hold the Detective Vision button to scan the item in and unlock the Intel. You can view the Intel inside your Database.







The first Cyrus Pinkney Plaque scanned unlocks his Character Profile. Many of the plaques also unlock Journal Entries, which show up on his Profile page. These are part of the Audio Files that unlock throughout the game. Select one from the Profile page to listen to it.

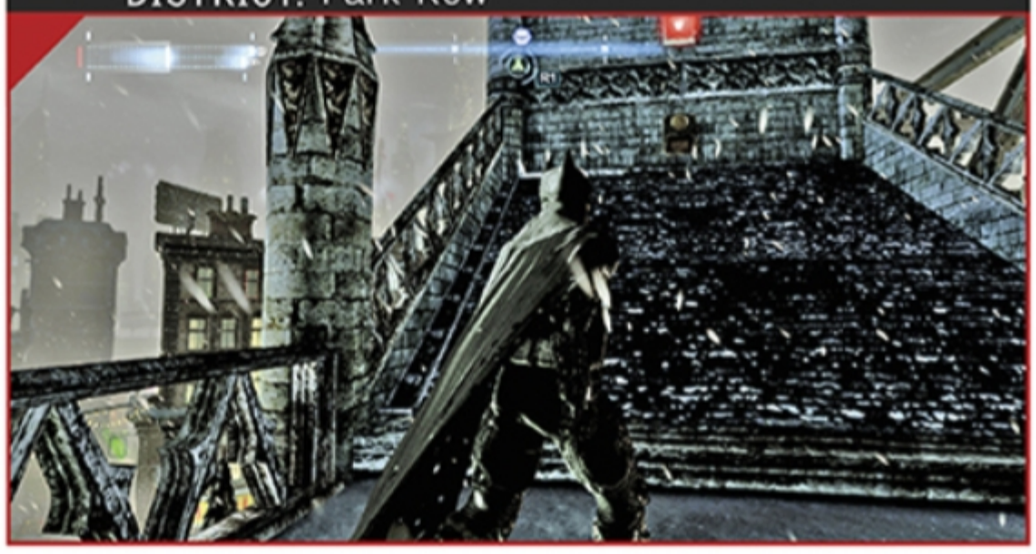
The plaques and tags are listed below in the order they appear in the Database. This guide lists the district or location where you can find the Intel, along with a description of how to find it. In general, the Intel is found on or near the structure that the Gotham City Intel is named after.



CYRUS PINKNEY PLAQUES

>>1: OLD GOTHAM CITY CATHEDRAL

DISTRICT: Park Row



Grapple to the roof of the church in Park Row, and then approach the back of the tower to find the plaque.

>>2: SOLOMON WAYNE COURTHOUSE STATUE

DISTRICT: Park Row



Land just west of the courthouse, and find the horse statue. The plaque hangs on the back side.

>>3: PIONEER'S STATUE—JEZEBEL MALL

DISTRICT: The Bowery



Grapple to the roof of Gotham City Merchant's Bank, and approach the bell statue in the front central area of the roof. The plaque lies below the bell.

>>4: GOTHAM CITY RAIL

DISTRICT: Amusement Mile



Fly over to the train station in the Amusement Mile District. Enter the short tunnel on the south side of the roof. The plaque hangs on a wall inside.

>>5: JEZEBEL THEATER

DISTRICT: Sheldon Park



Enter the Wonder Expo in Sheldon Park, and walk over to the front door of the tower on the north side. The plaque hangs on the door.

>>6: PIONEER'S BRIDGE

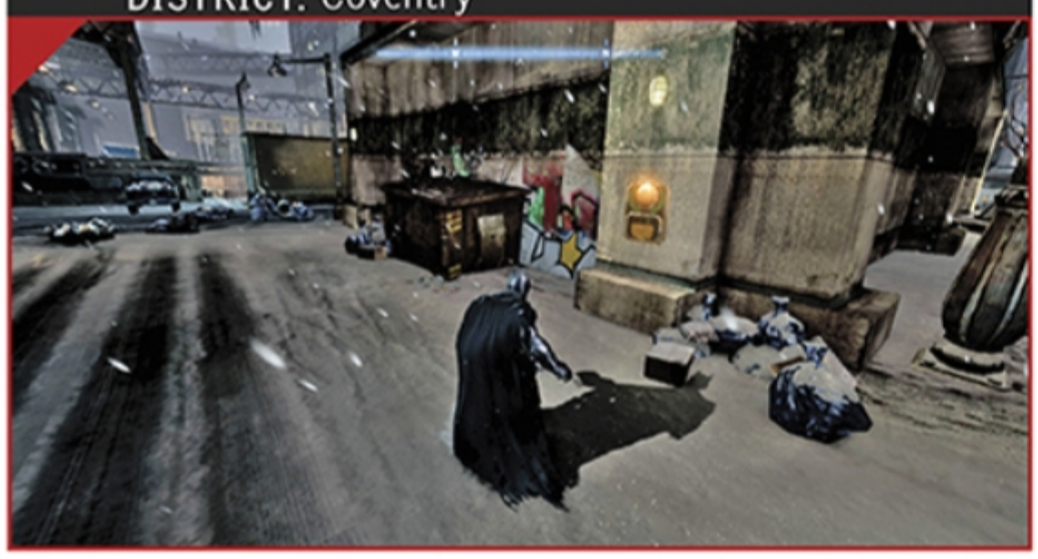
DISTRICT: Gotham City Pioneer's Bridge



Fly south toward the central pillar of the Pioneer's Bridge, then grapple up to the upper ledge. Find the plaque on the pillar, under the left statue.

>>7: CYRUS PINKNEY SCHOOL OF THE ARTS

DISTRICT: Coventry



In southeast Coventry, follow the highway south toward the Blackgate Prison sign. When you reach the sign, hop off the left side. Find the plaque directly under the road on the concrete pillar.

>>8: CRYPT OF CYRUS PINKNEY

DISTRICT: Burnley (inside crypt)



In Burnley, fly east past the Communications Tower, and continue out over the water. Turn back toward land, and look for an opening down at ground level. Enter the crypt and find the plaque that hangs on the front of the tomb. Note that this map shows the crypt entrance, but the plaque is actually found inside the crypt.

ANARKY TAGS

>>9: FURNITURE COMPANY

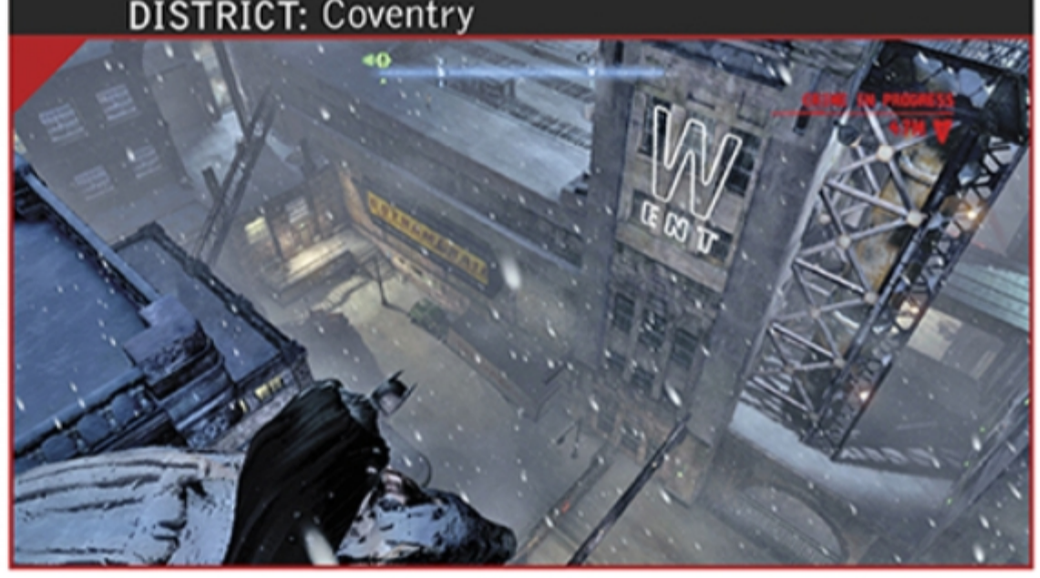
DISTRICT: Diamond District



Find the big Furniture Company sign on the west side of the Diamond District, then drop off the south side of the skyscraper. Look on the wall inside the stoop on that side of the building to find the tag.

>>10: WAYNE ENTERPRISES

DISTRICT: Coventry



Across the street to the west of Lacey Towers is the Wayne Enterprises building. Look for the W Ent neon sign. Dive to the street below, then search the wall above the delivery truck.

>>11: SODER COLA

DISTRICT: Diamond District



Look for the Soder Cola building with the bottle on the side and a big neon sign on the roof. Drop off the east side and land on the lower building. Turn around and scan the side of the building to find the tag.

>>12: TRIDENT LABS

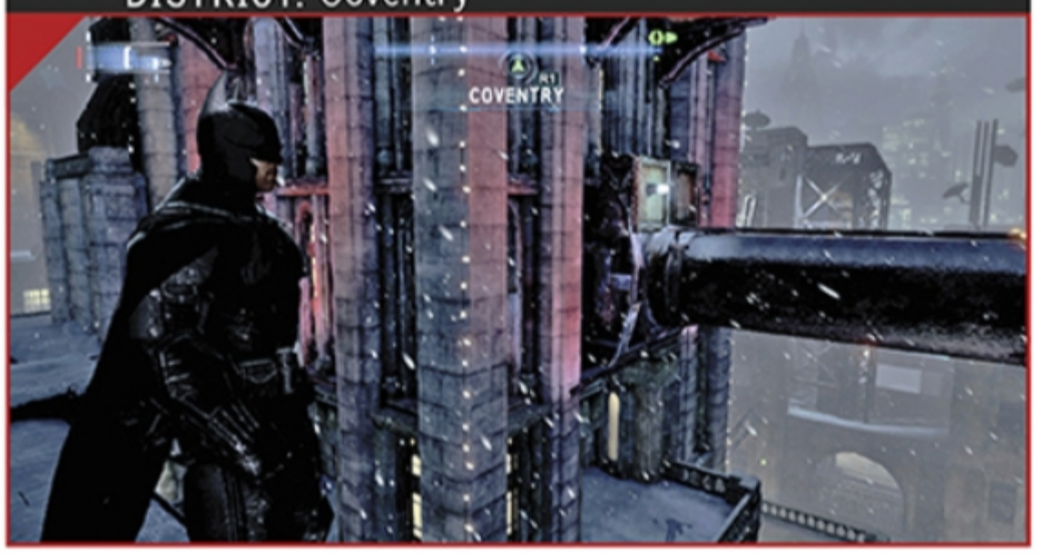
DISTRICT: Coventry



The Koul Brau Brewery building is located in southwest Coventry. Glide around to the backside, and then look for a narrow platform above the water that leads to an underground tunnel. Painted on the ground is the Anarky Tag.

>>13: LACEY TOWERS

DISTRICT: Coventry



Follow the highway south as it cuts through the Coventry and Diamond Districts until you are standing just before Lacey Towers on the right. Jump off to the right and grapple up to the pipe straight ahead. Follow it to the north wall of the building to find the tag.

>>14: GCPD NEW GOTHAM CITY PRECINCT

DISTRICT: Burnley



Run around the right side of the Gotham City Police Department. On the lower back wall in the southwest corner is the Anarky Tag.

>>15: GOTHAM CITY ROYAL HOTEL

DISTRICT: Diamond District



Find the Royal Hotel in the northeast corner of the Diamond District. Run around the right side of the building, then enter the back parking lot. Continue around to the back of the hotel, and scan the doors to find the tag.

>>16: HAMILTON HILL

DISTRICT: Burnley



Approach the big Hamilton Hill building in northern Burnley from the southwest corner. Fly over to the rooftop, and angle in the direction of the big sign. Look for a square area where you can drop down to the ground. A sewer entrance sits behind the nearby gate. Look on the south wall of the building to find the tag. You may need to zoom in to get it.

>>17: GOTHAM CITY NEWS

DISTRICT: Diamond District



Find the tall Gotham City News building in central Diamond District, and then spot the lower roof on the north side of the structure. Glide down to it, and scan the tag on the wall.

>>18: GOTHAM CITY CINEMA

DISTRICT: Diamond District



Look for the Gotham City Cinema just west of the Royal Hotel. Scan the Ex-Mas billboard above the marquee to get the tag.

>>19: GOTHAM CITY DAILY

DISTRICT: Diamond District



Look for the Gotham City Daily building in north-central Diamond District. Run around to the back, and look for the tag on the right door at the top of the steps.

>>20: GOTHAM CITY LIGHT & POWER

DISTRICT: Sheldon Park



Go to Gotham City Light & Power, which sits on the west side of Sheldon Park. Make your way around to the south side, and land on the pipe. The tag is on the wall just left of where the pipe goes through.

>>21: DIXON DOCKS

DISTRICT: Amusement Mile



Find Dixon Docks just west of the Final Offer. On the east side of the building, in between the shipping crates, scan the tag.

>>22: MONARCH THEATER

DISTRICT: Park Row



Look for the Monarch Theater in Park Row just north of the Light & Power building. As you look at the marquee, grapple up to the roof above. You can find the tag just in front of you on the wall.

>>23: WONDER TOWER

DISTRICT: Sheldon Park



Enter Sheldon Park, and approach the Wonder Tower located in the middle of the park. Balconies are located at each corner. Grapple up to the northeast one, and scan the east wall to find the tag.

>>24: GOTHAM CITY CASINO

DISTRICT: Amusement Mile



Look for the big casino in the middle of Amusement Mile, and hop down to the ground level just in front of the building. Climb over the fence on the right, then look up to the ceiling to find the tag.

>>25: SIONIS STEEL MILL

DISTRICT: Industrial District



An Amertek sign hangs above a gate in north-central Industrial District. Jump over the brick wall just to the right, and run down to the T-intersection. Turn left and then follow the path right all the way to a dead end, where the tag is found on the right wall.

>>26: SOLOMON WAYNE COURTHOUSE

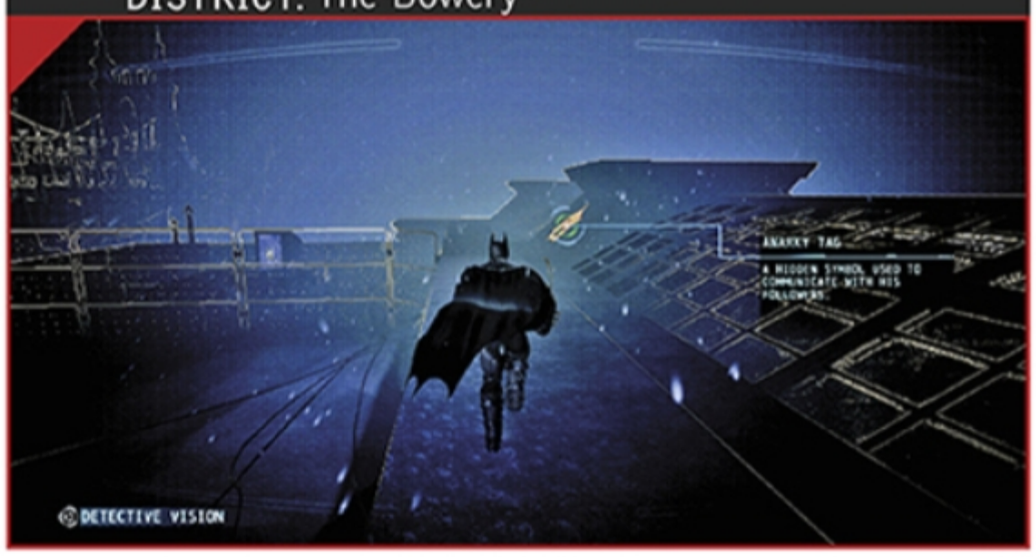
DISTRICT: Park Row



From the front of the courthouse in Park Row, run around the right side until you reach the back corner. Look on the east wall to find the tag.

>>27: GOTHAM CITY MERCHANT'S BANK

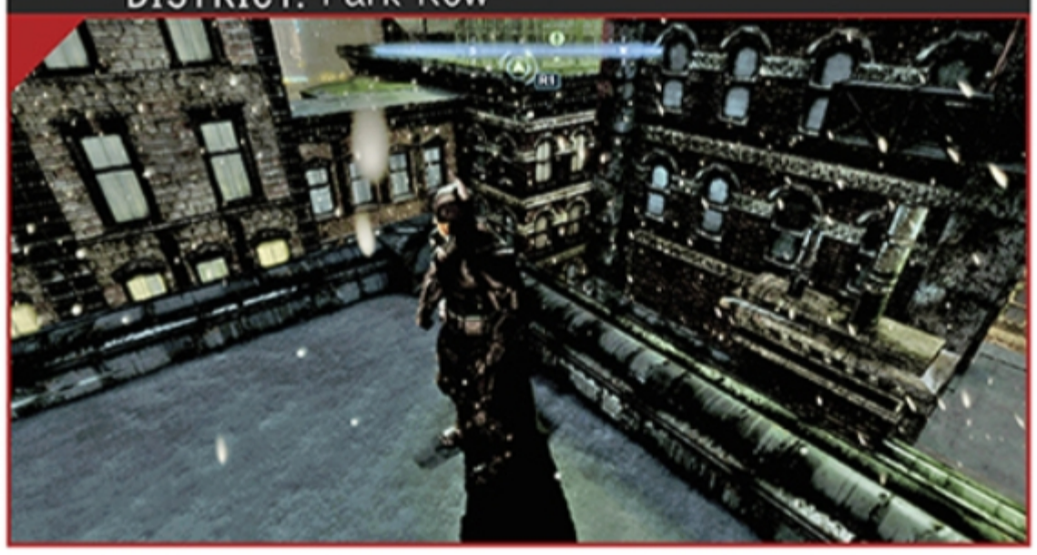
DISTRICT: The Bowery



Grapple to the top of Gotham City Merchant's Bank in southern Bowery. On the east side of the windows that run up the middle, the tag is painted on the concrete wall.

>>28: ACE CHEMICAL

DISTRICT: Park Row



Land on the top of the tall Ace Chemical building in Park Row. Jump off the east side, then land on the lower roof directly next to it. Turn around and scan the tag that has been painted on the wall.

>>29: CARMINE HOTEL

DISTRICT: The Bowery



Look for the hotel that sits just southwest of the Bowery Comms Tower. Run around the right side to the back, where the tag has been placed on the wall.

>>30: AMERTEK INDUSTRIES

DISTRICT: Industrial District



Find the big Amertek building in the northeast corner of the Industrial District. It is easily spotted with the bright sign on its roof. Search the eastern wall of the small room on the top of the structure to find the tag.

>>31: MENDO SOAP

DISTRICT: Coventry



Move to a high rooftop in the Coventry District, and look to the northwest. In the far corner is the Mendo Soap factory. Glide over to the building, and move around the left side. Just before the back corner, you can find this Anarky Tag on the west wall.

>>32: CALE-ANDERSON

DISTRICT: Coventry



Look for the blue neon Cale-Anderson sign on top of a building in Coventry. Drop off the north side all the way to the ground. Look on the wall next to the machinery to find the tag.



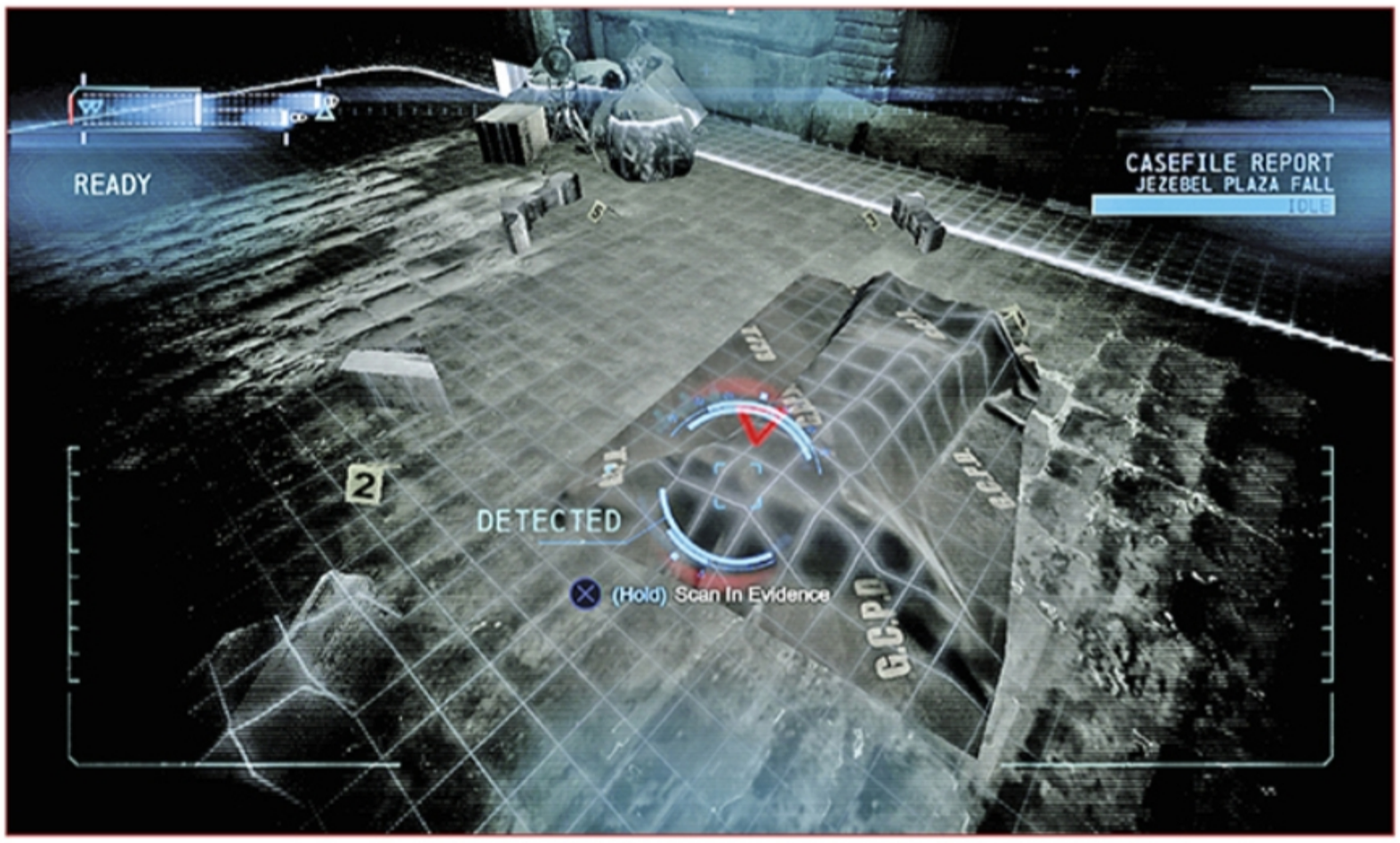
CASEFILE REPORTS



Throughout Story Mode, Batman must use his detective skills to figure out several unsolved cases. There are nine Casefiles in all, but you complete two of them just by progressing through the main story. Helicopter Crash unlocks after Batman investigates the Steel Mill, and after you solve that one, the Deadshot's Most Wanted side mission becomes available. The other six Casefiles are each unlocked one at a time as you solve the previous one.

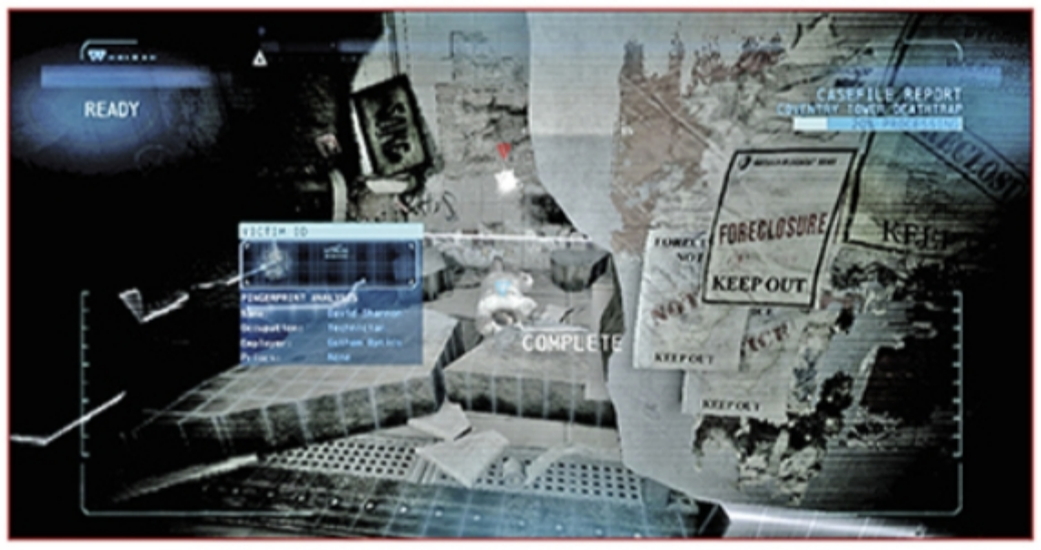
When you reach a crime scene, tap the Detective Vision button to bring up your Evidence Scanner. A red triangle points you to the next piece of evidence. Hold the Run button as you highlight the item, marking, or body to scan it in. This often reconstructs the crime scene. You can then rewind and advance the scene with the Aim Gadget and Crouch buttons. Use these tools to solve the cases and apprehend the criminals.





COVENTRY TOWER DEATHTRAP

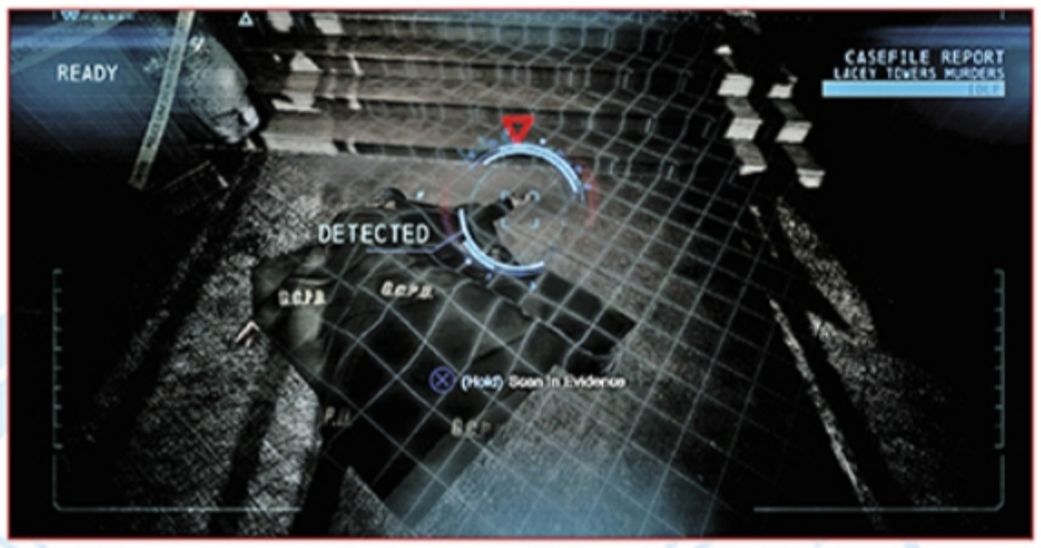
LOCATION: Coventry—north side in Coventry Tower
CASE TYPE: Manslaughter
VICTIM: David Shannon, technician
SUMMARY: This tower malfunction is not from storm damage.



The Coventry Tower Deathtrap case takes place as part of Story Mode, just before you gain access to the open world. Solving this crime introduces you to Enigma and his Most Wanted side mission. Refer to the Story Mode section of this guide for more information about solving the murder of David Shannon.

LACEY TOWERS MURDERS

LOCATION: Coventry—Lacey Towers
CASE TYPE: Double homicide
VICTIMS: Unknown
SUMMARY: The police believe the Penguin murdered Black Mask.



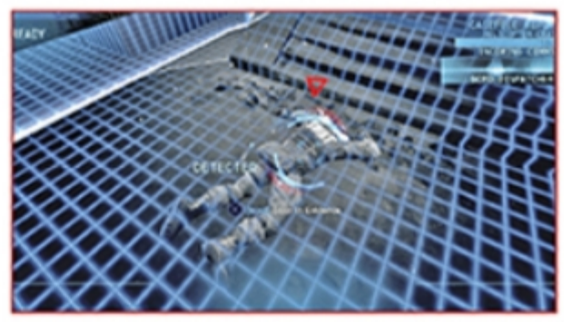
After you visit the Penguin at his cargo ship, he mentions a murder at Lacey Towers. This apartment building is in Coventry, so travel there to investigate. This is also part of Story Mode and is covered in full detail in the Story section of this guide.

HELICOPTER CRASH

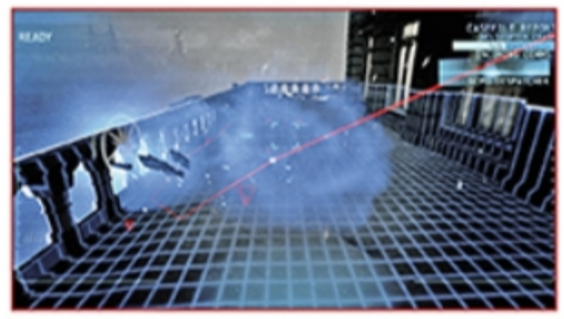
LOCATION: The Bowery—west side
CASE TYPE: Murder
VICTIMS: Unknown
SUMMARY: I witnessed a helicopter crash; looking for survivors.



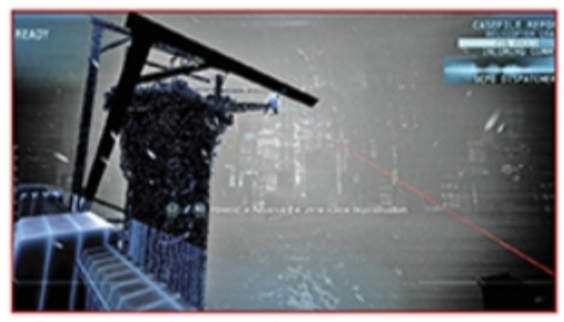
After investigating the Steel Mill, Batman heads to Pioneer's Bridge to scan Electrocutioner's electromagnetic signature. Along the way, Alfred informs him of an S.O.S. broadcast in The Bowery. Travel to the far west side of the district, then grapple up to the balcony of the tall building. A flare has been set off on the west side of the building, so approach the distress call.



A police helicopter shows up to take Batman in, but before they can do so, the chopper crashes into the street below. Dive down to the scene to find out there are no survivors. Walk over to the body on the eastern side of the crime scene. Enable the Evidence Scanner and scan in the body. This reconstructs part of the crime and shows that the pilot died from impact and not by gunshot.



Grapple up to the rooftop where you started, and find the point where the chopper made contact. Scan it in to further rebuild the crime scene. Now you know that the tail rotor was severed when it hit the building. Walk around to the right side of the sign, then rewind the scene. Now, move it forward and watch for the red trail, which shows the path of the tail. As it plays, follow it around the corner to the other side of the building to find a piece of the helicopter.



Walk over to its location and scan in the tail. This reconstructs the scene all the way back to when it was taken down. Evidently, a high-powered round hit the tail, causing the chopper to spin out of control. Rewind back to when the bullet hit to see the path it took from a rooftop across the street. Glide over to the new location, and scan in the body of a SWAT member found there.

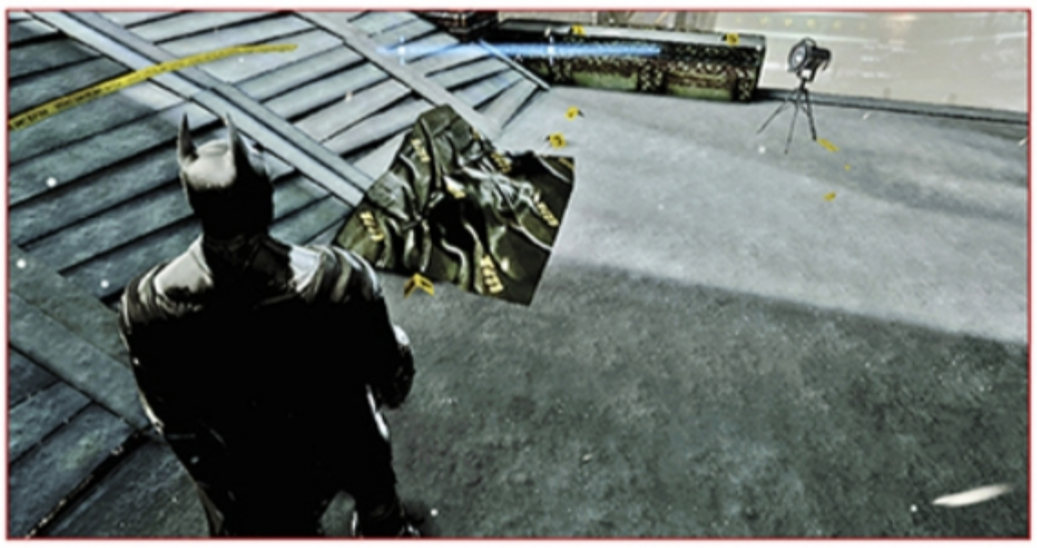
The same bullet that took down the chopper also killed this SWAT team member. Only one person is capable of a ricochet shot like this—Deadshot. In Detective Vision, you can trace the full path of the bullet to a distant platform to the east. Travel over to that metal platform, and scan in the shell casing left behind to confirm Batman's hunch. Numbers on the side of the casing represent a radio frequency. With the Cryptographic Sequencer open, move the cursor to 451.00 along the bottom and 326.00 on the side. This starts Deadshot's Most Wanted. This side mission is covered in full in the Most Wanted section of this guide.





DIXON DOCKS SHOOTING

LOCATION: Amusement Mile—Dixon Docks
CASE TYPE: Murder
VICTIM: Unknown
SUMMARY: According to the police report, the victim died from a single gunshot wound to the chest.

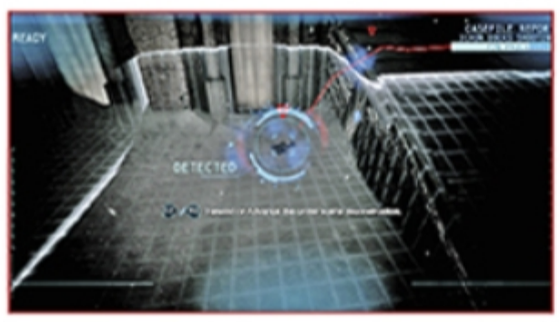


Find Dixon Docks on the east side of the Amusement Mile District. Grapple to the rooftop of the warehouse located just west of the district's Batwing Drop Point. There, a body lies at the base of a slanted portion of the roof. Use the Evidence Scanner to scan the corpse. This identifies the victim as Owen Grant, an investigative journalist.

Next, scan in the marking at evidence marker 3. This reconstructs part of the scene, showing that the victim crawled to his present location. Scanning in the splatter at the ledge recreates more of the crime, revealing that the shot came from below.



Scrub through the crime scene, watching the camera in his right hand. A red line traces its movement as the victim releases it. Follow it into the corner, then scan it in. Batman uploads the contents to the Batcomputer so that Alfred can identify the subject in the pictures.



The suspect is Chucky Berks. His last known location is in the Diamond District. As you approach him, located on a rooftop just south of the Furniture Company, he is identified as your target. Six thugs accompany Chucky. Knock them all out and interrogate the suspect to close the case.



AMUSEMENT MILE MAULING

LOCATION: Amusement Mile—Gotham City Casino
CASE TYPE: Murder
VICTIM: Unknown
SUMMARY: Body, mid 30's, no witnesses, injuries consistent with repeated blunt force trauma.



The murder victim lies on the grounds of the casino in northwest Amusement Mile. Scan the body to identify the body as Matthew Kadai and discover that the cause of death was one massive blunt force. Scan in the spatter pattern at the corpse's feet to reconstruct the crime. Rewind and scrub through the scene, watching the object that strikes the victim. Follow it as it goes over the ledge. Hop down and scan it in to identify fingerprints on the object belonging to Andrew Carter.



Alfred gives Carter's last known location as Park Row on the street south of the Comms Tower. Travel there to find him with 13 of his buddies. Be careful, because Andrew Carter is a Venom User. Take care of the group, and then interrogate the suspect.



BURNLEY HIT AND RUN

LOCATION: Burnley—street in front of GCPD
CASE TYPE: Murder
VICTIM: Unknown
SUMMARY: Officer Meyer reported a hit and run just outside the GCPD precinct.



On the street just in front of the GCPD, an officer radios in a hit and run. Before they find someone to look into it, glide down to the street, and spot the body at the intersection. Scan it in to identify him as Nate Ramo, a SWAT officer. Move a little to the west, and scan the impact point to begin reconstruction of the crime.

Farther to the west, scan in the spatter pattern to find out more about the incident, such as the vehicle weight and speed. Hop over the barrier that blocks the road to the north, and scrub through the crime to see if anything else was hit. The vehicle lost control as it turned toward the tunnel and hit the right wall. Scan in the point of contact to get details on the car.





A search produces one name, John DeMarco, a fellow SWAT team member. His current location is very close. Grapple to the highest point of the next building to the east. Look over the opposite side to find the suspect, fully armored as he hangs out with three more officers. Eliminate his buddies, and then interrogate him.



COVENTRY FIRE

LOCATION: Coventry—northwest
CASE TYPE: Murder
VICTIM: Unknown
SUMMARY: Dispatch got a call. Fire's almost out. They have a body. Cause of death currently unknown.



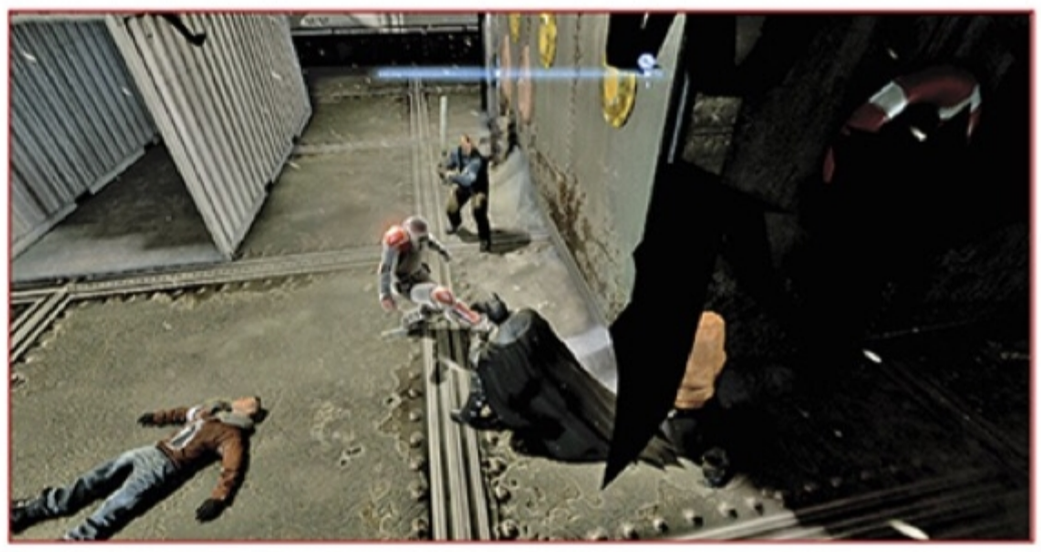


A fire in northwest Coventry leaves a man dead, but the cause of death is currently unknown. Drop into the street in front of the Mendo Soap Factory, and scan the body. This identifies him as Alex Cane, an arms dealer who occasionally works with the Penguin. He was apparently taken out with a gunshot to the heart. Scan in the spot at evidence marker 3 to start reconstructing the crime. This shows that he was shot from close range.





A burn mark in between the suspect and victim can be scanned in next to show that a Molotov cocktail was tossed. How did the killer get away? Rewind the scene, and play it back to show him climb the nearby wall. Grapple up to the ledge, and scan in the mark on the wall and then the ladder on the ground.



The prints on the ladder point to Qing Lu. Find him on the Final Offer in the Amusement Mile District with five thugs. The suspect is a martial artist, so be ready to counter his numerous attacks. Interrogate him once you've knocked out the rest of the group.

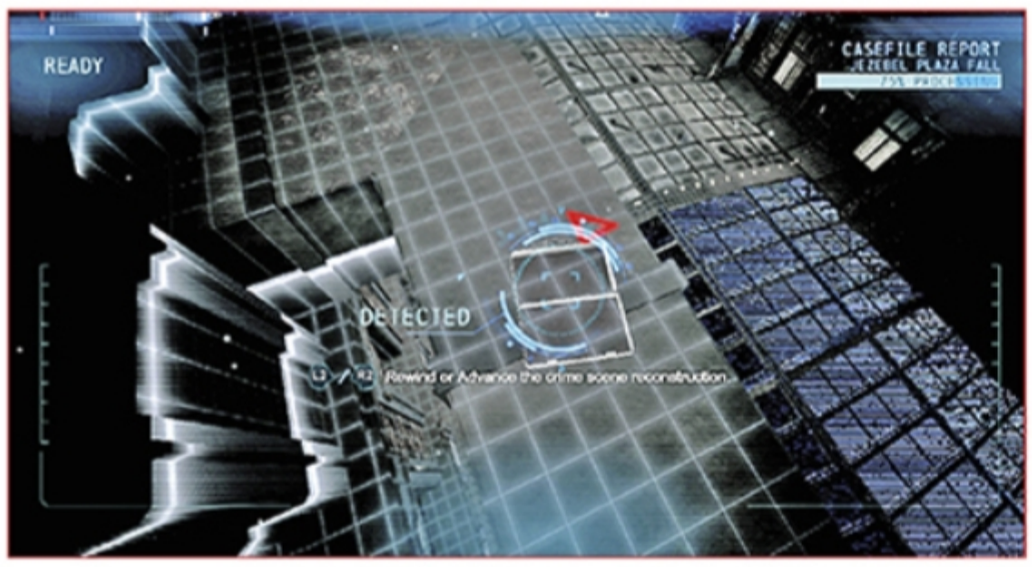
JEZEBEL PLAZA FALL

LOCATION: The Bowery—northeast in Jezebel Center
CASE TYPE: Murder
VICTIM: Unknown
SUMMARY: A 187 in the Bowery, reports the victim appears to have fallen from a nearby building.





As you travel near Jezebel Center, you hear a report of a man falling from a nearby building. A hole in the center's ceiling shows the body's location. Drop down to the street, and scan the corpse to identify him as a Merchant's Bank account manager named Bryan Murphy. Scan the body again to reconstruct the crime. Grapple up to the balcony above to discover that the railing is broken. Scan the mark on the ground to show a second set of footprints and evidence of a briefcase.



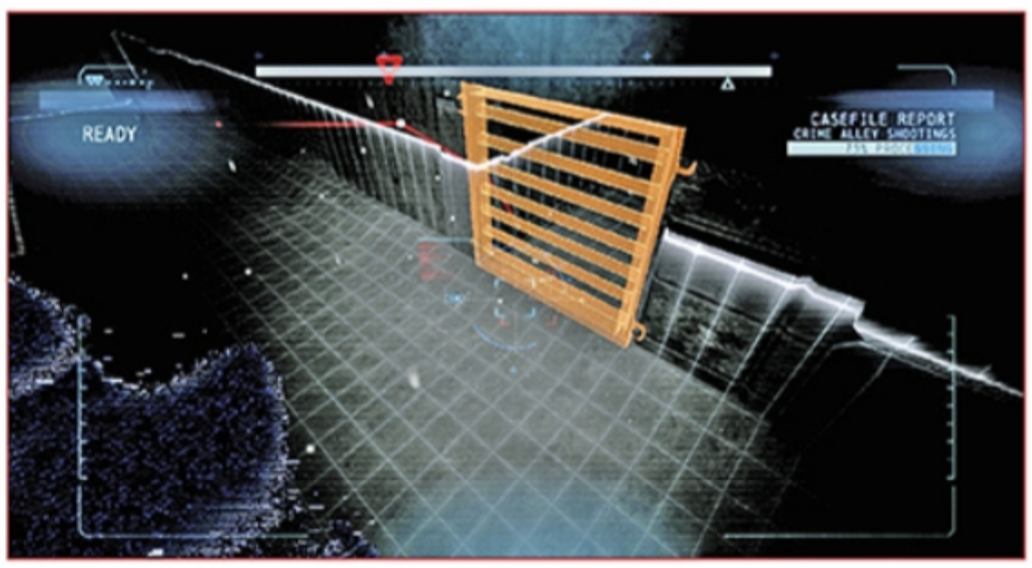


Advance the crime scene, and follow the red trail from the briefcase. It leads down to a ventilation shaft that juts out of the building in between the balcony and the street below. Hop down to its location, then scan the item in to find fingerprints from a con artist named Robert Haynes. Alfred pinpoints his last known location as the west side of the Diamond District. Fast travel to New Gotham City, and grapple up to the roof of the Furniture Company. You then find the suspect on a lower roof to the north. Drop in on the group, beat up his five buddies, and interrogate Mr. Murphy to close the case.

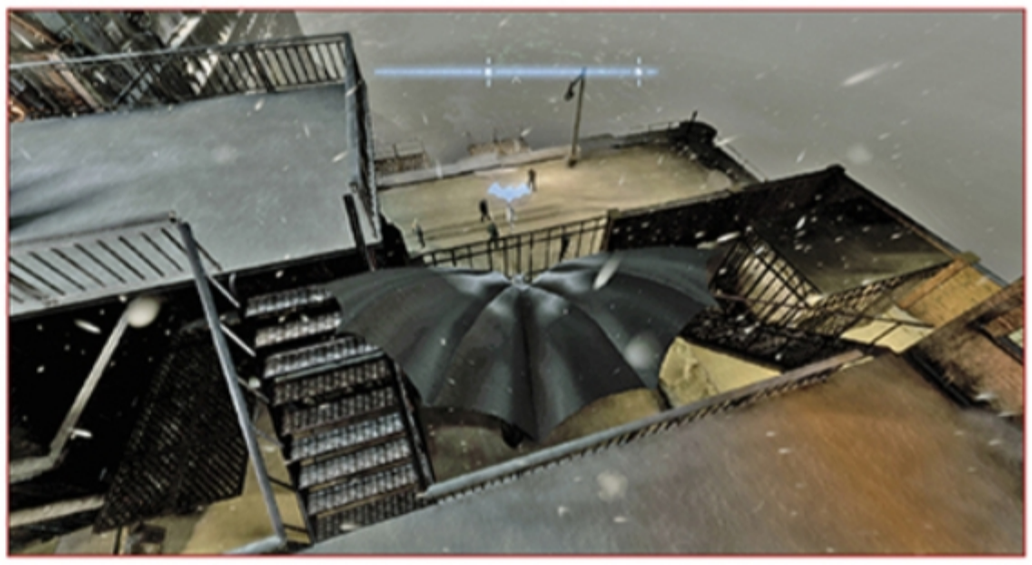
CRIME ALLEY SHOOTINGS

LOCATION: Park Row—behind Monarch Theater
CASE TYPE: Double homicide
VICTIMS: Unknown
SUMMARY: Two victims in Park Row, both shot dead. I know them.





Two victims are found in the alley behind Monarch Theater in southeastern Park Row. Scan both bodies to identify them as Horace Riley and Clarissa Rodriquez. Scan the spatter pattern at Clarissa's feet to reconstruct the crime, showing that they were taken out by a single gunshot. Playing the scene shows that the casing fell through a nearby grate.

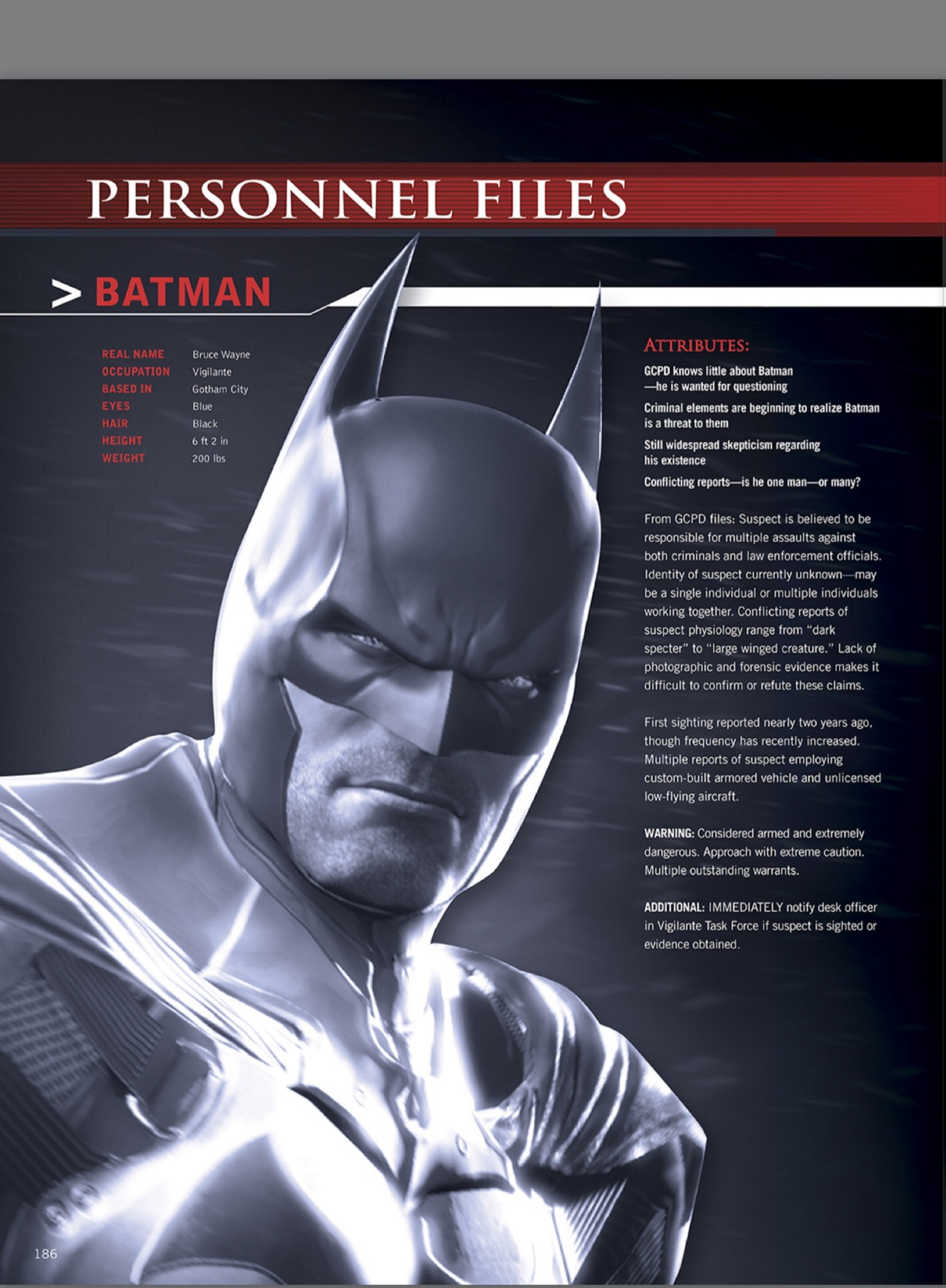


Cancel the Evidence Scanner, and pry the vent cover off the side of the building. Scan the casing in to identify fingerprints as Ian Chase's. Alfred gives his last known location as the far south side of the Industrial District, behind the Steel Mill. Drop in on him, take out his five acquaintances, and interrogate him

PERSONNEL FILES

> BATMAN

REAL NAME	Bruce Wayne
OCCUPATION	Vigilante
BASED IN	Gotham City
EYES	Blue
HAIR	Black
HEIGHT	6 ft 2 in
WEIGHT	200 lbs



ATTRIBUTES:

GCPD knows little about Batman —he is wanted for questioning

Criminal elements are beginning to realize Batman is a threat to them

Still widespread skepticism regarding his existence

Conflicting reports—is he one man—or many?

From GCPD files: Suspect is believed to be responsible for multiple assaults against both criminals and law enforcement officials. Identity of suspect currently unknown—may be a single individual or multiple individuals working together. Conflicting reports of suspect physiology range from "dark specter" to "large winged creature." Lack of photographic and forensic evidence makes it difficult to confirm or refute these claims.

First sighting reported nearly two years ago, though frequency has recently increased. Multiple reports of suspect employing custom-built armored vehicle and unlicensed low-flying aircraft.

WARNING: Considered armed and extremely dangerous. Approach with extreme caution. Multiple outstanding warrants.

ADDITIONAL: IMMEDIATELY notify desk officer in Vigilante Task Force if suspect is sighted or evidence obtained.

> BRUCE WAYNE

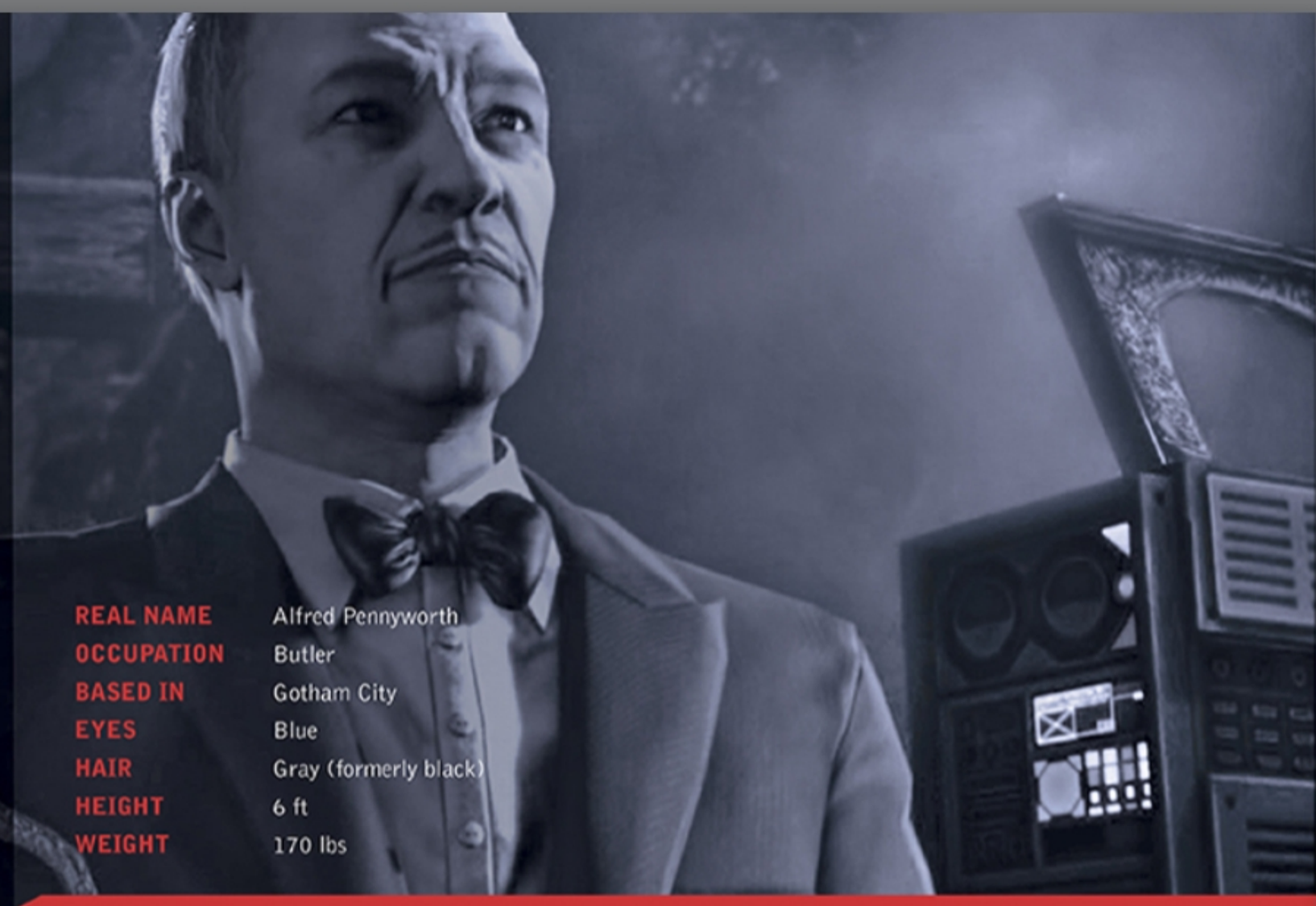


REAL NAME	Bruce Wayne
OCCUPATION	CEO, Wayne Industries
BASED IN	Gotham City
EYES	Blue
HAIR	Black
HEIGHT	6 ft 2 in
WEIGHT	200 lbs

ATTRIBUTES:

Billionaire heir to the Wayne Empire
Philanthropist and playboy
For all of his public prestige, he is a private man who rarely discusses personal topics

From GCPD files: Thomas and Martha Wayne were gunned down in an alley outside the Monarch Theater when Bruce Wayne was just a boy. He was raised by the Wayne family butler, Alfred Pennyworth, but disappeared in his late teens for several years. Upon his return to Gotham City two years ago, the sole surviving Wayne made an impression on the city with his philanthropy, as well as his aggressive reluctance to discuss exactly where he was or what he was doing during his time away. All reports indicate Wayne Industries and Wayne himself are inscrutable, but someone with this much power and influence should be watched closely.



> ALFRED

Attributes:

Long time butler of the Wayne family
Legal guardian of Bruce Wayne in his youth
Trusted friend and loyal companion

Alfred claims to have been an accomplished actor before he signed on to be the Wayne family butler, but records hint at a history with military intelligence. Being an actor could have been a cover, or acting could just be a very useful skill for an intelligence officer to have. For Alfred's part, he's not offering up details, but his extensive medical knowledge suggests he's more than a common thespian. Alfred is still having trouble accepting the reality of Bruce Wayne's double life and continues to push Bruce to give up his crusade for more mundane pursuits.

REAL NAME	Alfred Pennyworth
OCCUPATION	Butler
BASED IN	Gotham City
EYES	Blue
HAIR	Gray (formerly black)
HEIGHT	6 ft
WEIGHT	170 lbs



> VICKI VALE

Attributes:

Young reporter seeking to make a name for herself
Fixated on Bruce Wayne and telling his story

Vale's stories often attack corrupt officials head-on—that is, when she can get the stories by her editor. While a noble sentiment, the people she targets don't take kindly to being thrust into the public eye. She could find herself in trouble if she doesn't find a more subtle way to do her job. Still, it's admirable to see a journalist unafraid to expose the truth in a city defined by corruption and lies. Gotham City needs more people like her.

REAL NAME	Vicki Vale
OCCUPATION	Investigative Journalist
BASED IN	Gotham City
EYES	Blue
HAIR	Blonde
HEIGHT	5 ft 7 in
WEIGHT	121 lbs



> CAPTAIN JAMES GORDON

Attributes:

Potentially one of Gotham City's only honest cops
Hard-nosed and by-the-book
Corruption within GCPD is a threat to his career and potentially his life

Gordon has been appointed the head of the Vigilante Task Force and charged with bringing in the Batman, and he takes this job very seriously. Batman is no friend to the police and should tread with extreme caution when engaging officers, particularly since many of them maintain criminal associations in the pay of Black Mask, the Penguin, or worse. As yet, Gordon's record remains clean, but it remains to be seen if he can be trusted.

REAL NAME	James W. Gordon
OCCUPATION	Police Captain
BASED IN	Gotham City
EYES	Blue
HAIR	Brown
HEIGHT	6 ft
WEIGHT	180 lbs



> BARBARA GORDON

REAL NAME	Barbara Gordon
OCCUPATION	High School Student
BASED IN	Gotham City
EYES	Blue
HAIR	Red
HEIGHT	5 ft 2 in
WEIGHT	105 lbs

ATTRIBUTES:

Eidetic memory

Extensive knowledge of telecommunications infrastructure, network security

Supportive of altewte forms of law enforcement

Hacker

Barbara is the daughter of GCPD Captain James Gordon. At barely 15, she has a remarkably mature understanding of the way this city works, and the corruption that flows through it. She is one of the few who seems to understand Batman's goals and supports his efforts. The zealousness with which she tries to expose corruption could get her into trouble one day—she should be watched carefully for her own safety.



> HARLEEN QUINZEL

REAL NAME	Harleen F. Quinzel
OCCUPATION	Psychiatrist (Intern)
BASED IN	Gotham City
EYES	Blue
HAIR	Blonde
HEIGHT	5 ft 7 in
WEIGHT	140 lbs

ATTRIBUTES:

Keen interest in the criminal mind

Intern at Blackgate Prison

Most senior medical staff member working on December 24th

Quinzel is finishing up her psychology residency at Blackgate Prison. It seems odd that a student would try to work at a facility that has little desire to rehabilitate its inmates, but perhaps her interest in the criminal mind will bear fruit.



> CYRUS PINKNEY

REAL NAME	Cyrus Pinkney
OCCUPATION	Architect
BASED IN	Gotham City
EYES	Brown
HAIR	Brown
HEIGHT	5 ft 10 in
WEIGHT	165 lbs

ATTRIBUTES:

Visionary architect from Gotham City's early-industrial age

Worked with Solomon Wayne to help build Gotham City's biggest landmarks

Cyrus Pinkney is an architect who lived during the mid-1800s and died on the eve of his 40th birthday. He is responsible for designing many iconic Gotham City buildings and saw them constructed with the financial backing of Judge Solomon Wayne, who was inspired when he saw Pinkney's plans for the city. Both men believed in the power of these designs to drive out malevolence, but many consider Pinkney's style to be dark, dreary, and grotesque.

> COMMISSIONER LOEB

Attributes:

Slick, deeply corrupt police commissioner
Politically untouchable
Alleged to have connections to Gotham City's major crime families

As much politician as policeman, Gillian Loeb is a blight on Gotham City. He runs the city like a criminal kingpin, and the police under his command are used as his personal enforcers. He is particularly close with Lieutenant Branden and his "shoot first" SWAT teams. Under Loeb's watch, the city has experienced relative peace between the various crime families. This peace has allowed them to exploit and extort the citizens who live and work on their turf. As long as Loeb remains in power, so too will the kingpins.

REAL NAME	Gillian B. Loeb
OCCUPATION	GCPD Commissioner
BASED IN	Gotham City
EYES	Brown
HAIR	Gray
HEIGHT	5 ft 7 in
WEIGHT	210 lbs



> LIEUTENANT BRANDEN

Attributes:

Trigger-happy leader of GCPD's feared tactical unit
Commonly extorts and intimidates criminals and innocents
One of the dirtiest cops on the force
Skilled marksman, proven tactical combat skills

Branden represents everything that's wrong with the GCPD. He is on the take from nearly every major criminal syndicate in town and preys on the weak by extorting money through intimidation. He was Loeb's protégé, but with Loeb gone, Branden will be looking to secure his promotion through other means. He is not in the running for Commissioner, but he will be certain to make sure the next one maintains the arrangements Loeb established.

REAL NAME	Howard Branden
OCCUPATION	GCPD SWAT Lieutenant
BASED IN	Gotham City
EYES	Blue
HAIR	Brown
HEIGHT	6 ft 3 in
WEIGHT	230 lbs





> WARDEN JOSEPH

Attributes:

Rumored to be more concerned with the politics of his office than his responsibilities

A family man, no known associations with criminal elements

Career prison administrator

Although Joseph has a degree in criminology and spent a short time in police administration, he has never worked a beat or done time as a prison guard. He was hired because of his administrative abilities and tasked with finding ways to increase prison profitability. While he has experienced some degree of success, it has come at a cost. The number of inmates has ballooned while maintenance expenditures have been cut, causing the facility to fall into disrepair and disrepute. There are more and more guards on the payroll of Black Mask and the Penguin, and the prison has become a haven for criminals and criminal activity. It should be noted that Joseph himself does not appear to have any criminal ties; he is simply trying to do the job he was hired to do.

REAL NAME	Martin Joseph
OCCUPATION	Blackgate Prison Warden
BASED IN	Gotham City
EYES	Dark Brown
HAIR	Black
HEIGHT	5 ft 11 in
WEIGHT	195 lbs

> HARVEY BULLOCK

Attributes:

Quick to judge—doesn't hesitate to use his strength to brutalize suspects

Loves his job—having power over people makes him feel good about himself

Seems conflicted where Gordon is concerned

Bullock is typical of most of the GCPD officers—he's on the take, and uses his position of authority to his advantage. However, careful examination of his record and recent activities suggests he does follow the law when dealing with civilians. Perhaps there's hope yet for Harvey. With the right motivation and direction, he could turn out to be a good cop, but for now, he should be considered just as dirty as any other GCPD officer.

REAL NAME	Harvey Bullock
OCCUPATION	Police Detective
BASED IN	Gotham City
EYES	Brown
HAIR	Brown
HEIGHT	6 ft 1 in
WEIGHT	295 lbs



> BLACK MASK



ATTRIBUTES:

Runs the largest organized crime operation in Gotham City
Members of his organization wear black masks to conceal their identities
Most members are also employees of Sionis' legitimate businesses
Makes extensive use of torture techniques to satisfy his sadistic appetites

Roman Sionis is one of Gotham City's most powerful crime lords, though thus far he has managed to avoid conviction. He maintains several legitimate businesses—many are believed to be fronts for illegal operations. Notable businesses in his portfolio include Janus Cosmetics, Gotham City Merchant's Bank, and the now-defunct Sionis Steel Works.

Sionis has been charged with embezzling city funds, murder, racketeering, distribution of illegal narcotics, and other offenses but never convicted. Witnesses for the prosecution have been known to recant, die, or disappear. He owns half the police officers in Gotham City, along with several judges and city councilors. Those he can't buy, he intimidates with torture, or eliminates.

REAL NAME	Roman Sionis
OCCUPATION	Crime Lord
BASED IN	Gotham City
EYES	Brown
HAIR	Brown
HEIGHT	6 ft 1 in
WEIGHT	195 lbs

> BANE



REAL NAME	Unknown
OCCUPATION	Fugitive
BASED IN	South America
EYES	Brown (on Venom: Green)
HAIR	Brown
HEIGHT	EST 7 ft 5 in
WEIGHT	EST 500lbs+

ATTRIBUTES:

Supreme strength and agility combined with the mind of a master tactician
Seems dependent on a substance delivery system —possible weakness

Bane is a fugitive wanted by the government of Santa Prisca following a prison break from Peña Duro. While no records have been found to substantiate this, rumors allege Bane was born and raised within the prison walls, a seemingly impossible feat in the all-male penitentiary.

Bane is believed to be traveling with a large group of his fellow escapees. Most notable is his chief subordinate, "Bird." Bane is rumored to have super-human size and strength. Most believe this to be a result of his abuse of performance-enhancing drugs, including the popular narcotic Venom. Combined with a keen mind, this makes Bane an extreme threat.

> BIRD

ATTRIBUTES:

One of the many prisoners who escaped Peña Duro with Bane's help
Has training in knife fighting and the use of explosives
Unshakable loyalty to Bane

Like Bane, Bird had no criminal record prior to his incarceration. Though records of Peña Duro are sketchy at best, they contain no mention of a "Bird" alias. His admission and incarceration paperwork appear to have been lost. Unless, of course, there is truth to the rumors, and he was born and raised inside the prison, like Bane. Since his escape, Bird has been responsible for all kinds of heinous crimes committed at the behest of his master. This is a man who will obey any order without question and lay down his life without a second thought. In short, a fanatic—and very dangerous because of it.

REAL NAME	Angel "Bird" Vallelunga
OCCUPATION	Bane's Lieutenant
BASED IN	South America
EYES	Brown
HAIR	Black
HEIGHT	6 ft 2 in
WEIGHT	215 lbs



> CALENDAR MAN

ATTRIBUTES:

Obsessive-compulsive psychotic
Convicted of multiple murders and sentenced to die on Christmas Eve
Sentencing judge was Fremont Harkness

Julian Day, aka Gotham City's "Calendar Killer" aka "Calendar Man," was brought to justice thanks to Batman's diligence in apprehending the killer. Many were surprised by Judge Harkness' decision to give Day the death penalty despite the state labeling him criminally insane. Julian Day was set free just minutes before his scheduled execution on Christmas Eve during the break-in at Blackgate Prison that saw Police Commissioner Loeb murdered. While it is unlikely that Calendar Man was involved with the assassins or the bounty, he remains a threat to this city, particularly given his obsession with dates and holidays.

REAL NAME	Julian Gregory Day
OCCUPATION	Fugitive
BASED IN	Gotham City
EYES	Blue
HAIR	None (formerly brown)
HEIGHT	5 ft 9 in
WEIGHT	215 lbs

> DEADSHOT

REAL NAME	Floyd Lawton
OCCUPATION	Mercenary
BASED IN	Mobile
EYES	Blue
HAIR	Brown
HEIGHT	6 ft 1 in
WEIGHT	200 lbs

Attributes:

Master marksman
Former military, specific background redacted
Reckless attitude suggests mental instability
Among the best sharpshooters in the world

Lawton was a lethal military sniper with a long list of assassinations, but according to his records, he often took unnecessary risks or made his plans unnecessarily complex. Perhaps this is why he was discharged from service and took up mercenary work. Even though his military record is mostly redacted, his psychological profile suggests he harbors deep feelings of guilt regarding his accidental murder of his own brother.

> DEATHSTROKE

REAL NAME	Slade Wilson
OCCUPATION	Mercenary
BASED IN	Mobile
EYES	Blue
HAIR	Gray
HEIGHT	6 ft 5 in
WEIGHT	225 lbs



ATTRIBUTES:

Medically enhanced physical and mental abilities
Master of multiple combat techniques
Strategic mind
Missing his right eye

Wilson was an accomplished member of the Special Forces. This distinction earned him admittance into a covert program where he was subjected to extensive mental and physical augmentation. The procedures left him with increased mental function, as well as enhanced speed, strength, and stamina. Although much of the file is redacted, it appears that Slade was eventually discharged from the military, though the exact circumstances are not specified. He has since taken up work as a mercenary. His augmentations, coupled with his mastery of hand-to-hand combat, make him a formidable opponent, possibly one of the most dangerous Batman has ever faced (or will ever face).

> SHIVA

REAL NAME	Unknown
OCCUPATION	Assassin
BASED IN	Unknown
EYES	Brown
HAIR	Black
HEIGHT	5 ft 7 in
WEIGHT	135 lbs

Attributes:

Martial arts grandmaster
Unmatched skill in hand-to-hand combat

Police records are thin, but the indications are that Shiva is a highly trained and extremely dangerous assassin. Rumor is that she selects many of her targets simply to test her skills. There are no known survivors from these encounters. The threat she represents cannot be underestimated.

> COPPERHEAD

REAL NAME	Unknown
OCCUPATION	Contract Killer
BASED IN	South America
EYES	Yellow
HAIR	Blonde
HEIGHT	5 ft 10 in
WEIGHT	145 lbs

ATTRIBUTES:

Tattooing suggests Central American gang membership
Master escape artist
Abnormal physiology allows for unnatural contortions
May be one of a larger group operating under the same name

Records indicate that "Copperhead" is an alias used by hitmen working for Central and South American drug cartels, but this Copperhead is clearly female. This could indicate that the name Copperhead is actually a title or label for an underworld organization. Either way, Copperhead seems capable of escaping nearly all forms of confinement. Kill techniques range from strangulation and crushed bones to acute toxicity resulting in death.

> THE JOKER



ATTRIBUTES:

Psychopath
Highly intelligent
Unpredictable

I prepared for muggers, killers, thieves. Criminals, increasingly extreme in their methods and personality. But I never imagined someone like "The Joker". There is no information on him in any criminal database. As far as records go, it's as if he stepped out of thin air. He appears to be a highly resourceful psychopath with a sadistic intelligence, who delights in causing chaos, destruction, and human suffering. Skilled with explosives and firearms. He displays personality traits consistent with criminal insanity, though his mental instability did not hinder his ability to infiltrate and take over Black Mask's criminal organization. His capacity for wanton destruction makes him a threat to the entire city. He must be stopped.

REAL NAME	Unknown
OCCUPATION	Unknown
BASED IN	Unknown
EYES	Green
HAIR	Green
HEIGHT	6 ft 1in
WEIGHT	165 lbs



> KILLER CROC

REAL NAME	Waylon Jones
OCCUPATION	Career Criminal
BASED IN	Gotham City
EYES	Yellow
HAIR	None
HEIGHT	9 ft 8 in
WEIGHT	850 lbs+

ATTRIBUTES:

Instinctual hunter with heightened senses
Dynamic physiology—appearance continually changes

Medical records classify Jones as suffering from a rare form of an epidermolytic hyperkeratosis, which normally causes skin to scale. But there's more to Jones than that. It's true that his skin has grown dense enough to repel gunfire, but that doesn't explain the rest of the changes: his size, sense of smell, unexplained dental eruptions, and warped digits. The degree to which he has been affected is remarkable and suggests this may actually be a form of atavism that simply resembles hyperkeratosis. It may also be the result of intentional genetic manipulation. Further study is required. Regardless of their origin, his strength and ferocity make him an immense physical threat.

> MAD HATTER

REAL NAME	Jervis Tetch
OCCUPATION	Clothing Retailer
BASED IN	Gotham City
EYES	Blue
HAIR	Red
HEIGHT	4 ft 11 in
WEIGHT	115 lbs

ATTRIBUTES:

Delusional
Obsessive
Knowledge of mind-controlling chemicals and devices
Records suggest tenuous grasp on reality
Former neurologist

While not a physical threat, Tetch's research into brain chemistry and hypnotism makes him a menace to the unsuspecting. Tetch's name is listed in connection with several cold cases and appears on many watchlists. Law enforcement seems to be waiting for him to take the next step. He has an unhealthy fixation with *Alice's Adventures in Wonderland* and believes himself to be a character from the book.

> FIREFLY

REAL NAME	Garfield Lynns
OCCUPATION	Pyrotechnics Expert
BASED IN	Mobile
EYES	Brown
HAIR	None (was brown)
HEIGHT	5 ft 11 in
WEIGHT	165 lbs

ATTRIBUTES:

Obsessive-compulsive pyromaniac
Multiple instances of severe burns all over his body
Utilizes custom-made flamethrower, jetpack, and incendiary grenades

Lynns has specialized knowledge of incendiary devices, yet often gets burned by the fires he's creating. What little is in his medical records suggests he does not seek treatment for the pain: it seems to invoke a pleasure response in him. This is a dangerous combination. His obsession with fire is driving him to take ever-larger risks, and if he is not stopped, he's going to destroy himself and potentially much of the city with him.

> THE PENGUIN

REAL NAME	Oswald C. Cobblepot
OCCUPATION	Black Market Racketeer
BASED IN	Gotham City
EYES	Blue
HAIR	Black
HEIGHT	4 ft 10 in
WEIGHT	175 lbs

ATTRIBUTES:

Up-and-coming crime boss
Extensive underworld connections
Cunning and paranoia make him a difficult foe to nail down

The Penguin operates a black market on his modified luxury liner, the Final Offer. Cobblepot is tapped into Gotham City's underworld like no other—if there's a deal going on somewhere in the city, Cobblepot knows about it and is probably involved in some way. He is careful about maintaining a low profile when it comes to his gang's dealings, which makes it difficult to pin this criminal activity directly on him. While he doesn't offer much in the way of a physical threat, he does carry concealed weapons and keeps a large number of his thugs around to protect him.



> LEFTY LEBLANC

REAL NAME	Richard Leblanc
OCCUPATION	Arms Dealer
BASED IN	Gotham City
EYES	Blue
HAIR	Brown
HEIGHT	6 ft 3 in
WEIGHT	220 lbs

ATTRIBUTES:

Like most bullies, he breaks when faced with someone stronger
Leblanc has mid-level connections all over the city
Could be a potential informant, given his contacts
Works for Oswald Cobblepot

Leblanc was a small-time gunrunner who fell in with the Penguin's crew and now works exclusively for Cobblepot. Leblanc conducts arms deals with various buyers and sellers all over the city. He fancies himself a comedian and a ladies' man, but he's nothing more than a common criminal who should be behind bars.

> CANDY

REAL NAME	Unknown
OCCUPATION	The Penguin's Assistant
BASED IN	Gotham City
EYES	Brown
HAIR	Black
HEIGHT	5 ft 8 in
WEIGHT	135 lbs

ATTRIBUTES:

Using the Penguin for income
Criminal record exists only in association with the Penguin
Potential for rehabilitation

Candy was raised on the streets but managed to pull herself up and earn a business degree. Unfortunately, lean times and a contracting job market caused her to fall in with the Penguin's crowd. The recession has driven many well-educated people to take desperate action to support themselves, but that's no excuse for criminal behavior. Her crimes are minor, however, making her an excellent candidate for rehabilitation.

> TRACEY BUXTON

REAL NAME	Tracey Buxton
OCCUPATION	The Penguin's Assistant
BASED IN	Gotham City
EYES	Brown
HAIR	Blonde
HEIGHT	5 ft 8 in
WEIGHT	130 lbs

ATTRIBUTES:

Streetwise and tough
Mid-level leadership position

Tracey's earned her status in the Penguin's operation owing to a tough-as-nails, no-nonsense attitude. The Penguin uses her to keep his crew in line when he's not around. It's not clear why she would have fallen in with Cobblepot. It's likely that the two met while he was living abroad. Perhaps he's grooming her to take over his operation some day. While she represents only a minimal physical threat, she is as dangerous as anyone else who picks up a gun and is willing to use it





> ALBERTO FALCONE

REAL NAME	Alberto Falcone
OCCUPATION	Professional Criminal
BASED IN	Gotham City
EYES	Dark Brown
HAIR	Black
HEIGHT	5 ft 8 in
WEIGHT	150 lbs

ATTRIBUTES:

Son of mob boss Carmine Falcone
Medical records indicate history of mental illness

The Falcones are one of Gotham City's most powerful crime families. Carmine Falcone has ruled his part of the city for years but has started losing ground to newcomers Black Mask and Cobblepot. Still, the Falcone family remains active throughout Gotham City, posing a threat to the safety and security of its citizens.



> ENIGMA

REAL NAME	Edward Nashton
OCCUPATION	GCPD Cyber Crime Division
BASED IN	Gotham City
EYES	Blue
HAIR	Black
HEIGHT	6 ft 1 in
WEIGHT	183 lbs

ATTRIBUTES:

Incredible intellect, but also highly insecure
Compulsive need to prove his superiority
Master hacker

Enigma seems able to defeat almost all forms of network security. Batman's own network is under threat of attack, and steps must be taken to ensure no future incursions. If Enigma was able to access the Batcomputer, there's no telling how much damage he could do. Fortunately, his insecurities cause him to act out. The more he draws attention to himself, the easier he becomes to track down and take out. Enigma has been revealed to be a man named Edward Nashton, head of the GCPD's Cyber Crime division. This revelation explains how he was able to access the city's communications network and obtain the extortion data he planned to release. Though his current whereabouts are unknown, having obtained his true identity should make tracking him down easier.

> ELECTROCUTIONER

REAL NAME	Lester Buchinsky
OCCUPATION	Pit Fighter
BASED IN	Gotham City
EYES	Brown
HAIR	Brown
HEIGHT	6 ft 4 in
WEIGHT	225 lbs

ATTRIBUTES:

Street tough out to make a name for himself
Has surprising skill in electrical engineering
Big mouth

More brawns than brains is the initial assessment of Buchinsky, but he has been able to create some kind of custom-made weaponized gloves that pack a powerful electrical discharge. However, their craftsmanship suggests there is more going on between his ears than the sound of his own boasting, though he may have had help constructing them, or perhaps even had them made by someone else. His arrogance and overconfidence are his weaknesses.



>ANARKY

REAL NAME	Unknown
OCCUPATION	Political Activist
BASED IN	Gotham City
EYES	Unknown
HAIR	Unknown
HEIGHT	5 ft 6 in
WEIGHT	145 lbs

Attributes:

Self-titled "voice of the people"
Extremist who will do anything to achieve his goals
Sees corporations and government as enemies that must be destroyed
Growing following among youth and disillusioned

Anarky wants to purge Gotham City of corruption, but his methods involve wanton destruction. His idealism is matched with a self-importance that makes reasoning with him nearly impossible; he needs to be dealt with physically and imprisoned to keep this city safe. Should be approached with caution.

CHALLENGE MODE



Among the many tools Bruce Wayne uses to keep in top crime-fighting shape is his Training Console. This virtual reality environment allows Batman to practice any scenario.

Predator maps simulate sneaking around a heavily armed force, with the goal being a silent, stealthy clearing of the room. Clearing out the room is the baseline expectation; you can go above and beyond the call (and earn medals) by completing certain objectives along the way. These maps (along with Predator scenarios during the single player campaign) are decent acclimation for the Invisible Predator Online mode, though the AI henchman can't compare to humans!



Combat maps also involve clearing the room four times over by fighting up to a dozen or more enemies at a time for four waves. (Those simulations disregard the "silent and stealthy" bit.) The baseline goals here are to survive and to incapacitate all opposition. The medal-winning goal is to clear three score benchmarks—basically bronze, silver, and gold scoring challenges. Combat maps test your Free Flow Combat mastery. Clearing all Combat map scoring medals requires you to maintain perfect Free Flow combos while varying your gadgets and maximizing your general actions for the sake of points.

In addition to the Combat maps, Combat Training Programs give you a score-free environment to hone basic skills.





The Training Console is accessed from the Batcave, so you can't try out Challenge Mode maps until you've found the Batcave in the single player campaign. (That doesn't take long; you head to the Batcave immediately after the first boss fight.) Once you can access the Training Console from the Batcave, then you can also access Challenge Mode from the main menu without loading up the campaign itself.



Most maps aren't available at first. You can unlock extra maps by fulfilling certain parameters in the single player campaign, such as progressing to certain points in the adventure or acquiring new gadgets/abilities.

There are three different types of play in Challenge Mode, and one option in which three maps are strung back-to-back-to-back:

Ranked: You'll take on a single map, selected from the Combat and Predator maps you've unlocked. The results are stacked against your friends and the online community at large. No modifiers are active.

Campaign: Each Campaign is unlocked once the three included Challenge Maps are available. See Combat Maps and Predator Maps later in this chapter to find the Unlock Condition for each. In each Campaign scenario, you must complete three of the Combat and/or Predator maps in a row. You can fail and retry the current map up to three times in a single Campaign. Some Campaigns are a mix of Combat maps and Predator maps, while others focus on one or the other. To succeed, you must clear all three maps. Each Campaign is assigned a set of modifiers. The modifiers can be assigned to any of the three maps. Modifiers last for one map, and you must use up all modifiers by the end of the Campaign. (During the third map, any modifiers you didn't voluntarily assign on earlier maps become activated automatically. Conversely, if you stack every modifier onto the first map for whatever reason, you'll have no modifiers to assign for maps two and three.)

Custom: In Custom mode, you can tackle any Predator or Combat maps you've unlocked, with any modifiers active that you please. Rooms can become much easier or much harder with certain mods active. Since this mode is a sort of playground, results don't get posted to leaderboards as they do in the standard maps of Ranked mode.

Combat Training: As you earn new abilities or encounter new enemy types, they'll probably be highlighted somewhere in Combat Training. These Training Programs are like Combat maps, except without the pressure for a high score.

MEDALS

288 medals are spread throughout Challenge Mode, with three medals per map. As you accrue more medals, you unlock pieces of concept art (accessible from the main menu). Collecting all the medals in each Challenge Mode map type also unlocks several Achievements/Trophies.

CAMPAIGNS

>>SIEGE

MODIFIERS: Time Limit, Protecting Aura, Replenishing Health

MAP	TYPE
Intensive Training	
Breaking In	
25 to Life	

>>LEGACY

MODIFIERS: Decreased Health, One Hand Tied, Takedown Projectiles

MAP	TYPE
Easy Money	
Overflow	
Checking Out	

>>DESTROYER

MODIFIERS: Danger Zones, Scattered Weapons, Replenishing Health, Free Medal

MAP	TYPE
Panorama	
Quiet Waters	
Death Sentence	

>>GOTHIC

MODIFIERS: Gadget Malfunction, Increased Aggression, Decreased Health, Super Powered

MAP	TYPE
Wrecking Crew	
Panopticon	
Hard Time	

>>CATACLYSM

MODIFIERS: Increased Aggression, Scattered Weapons, Danger Zones, Free Medal, Replenishing Health

MAP	TYPE
25 to Life (Extreme)	
Breaking In (Extreme)	
Overflow (Extreme)	

>>SHADOW OF THE BAT

MODIFIERS: Time Limit, Decreased Health, Protective Aura, One Hand Tied, Super Powered

MAP	TYPE
Death Sentence (Extreme)	
Hard Time (Extreme)	
Panopticon (Extreme)	

>>DARK KNIGHT, DARK CITY

MODIFIERS: Gadget Malfunction, Increased Aggression, Protective Aura, Scattered Weapons, Takedown Projectiles, Free Medal

MAP	TYPE
Easy Money (Extreme)	
Intensive Training (Extreme)	
Wrecking Crew (Extreme)	

>>WAR ON CRIME

MODIFIERS: Gadget Malfunction, Time Limit, Decreased Health, Danger Zones, One Hand Tied, Super Powered

MAP	TYPE
Checking Out (Extreme)	
Panorama (Extreme)	
Quiet Waters (Extreme)	

>>COWARDLY AND SUPERSTITIOUS

MODIFIERS: Time Limit, Increased Aggression, Danger Zones, Replenishing Health

MAP	TYPE
Intensive Training (Extreme)	
Overflow (Extreme)	
Panorama (Extreme)	

>>DARKEST NIGHT

MODIFIERS: Gadget Malfunction, Scattered Weapons, One Hand Tied, Takedown Projectiles

MAP	TYPE
Easy Money (Extreme)	
Checking Out (Extreme)	
Quiet Waters (Extreme)	

>>STANDING COUNT

MODIFIERS: Decreased Health, Scattered Weapons, One Hand Tied, Gadget Malfunction, Protective Aura, Super Powered

MAP	TYPE
25 to Life (Extreme)	
Death Sentence (Extreme)	
Panopticon (Extreme)	

>>SCARE TACTICS

MODIFIERS: Time Limit, Increased Aggression, Danger Zones, Protective Aura, Scattered Weapons, Free Medal

MAP	TYPE
Breaking In (Extreme)	
Wrecking Crew (Extreme)	
Hard Time (Extreme)	

MODIFIERS

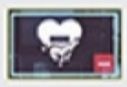
Modifiers change the parameters of Combat and Predator maps. Most mods increase difficulty, though a handful decrease it. In Campaign mode, you *must* use up the assigned modifiers before all three Campaign maps are complete; any mods you haven't assigned by the third map become mandatory.

Modifiers are also available in Custom mode, where you can elect any combination of mods you want for a run through a single map. Mods aren't available in Ranked mode or in Combat Training.

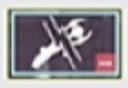
DETRIMENTAL MODS



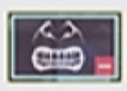
DANGER ZONES: During Combat, gun racks are activated during the challenge, allowing enemies to obtain firearms. During Predator, the environment contains booby-trapped vantage points.



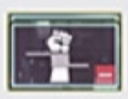
DECREASED HEALTH: Begin the challenge with reduced health.



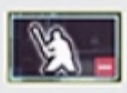
GADGET MALFUNCTION: During Combat, all gadgets are disabled. During Predator, Detective Vision is scrambled.



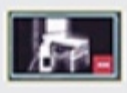
INCREASED AGGRESSION: Enemies are stronger, faster, and tougher!



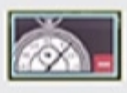
ONE HAND TIED: During Combat, all special combo moves are disabled. During Predator, the player cannot perform a Silent Takedown from behind.



PROTECTIVE AURA: One adversary is surrounded with a protective aura that prevents them from taking damage. The aura moves from enemy to enemy over time.

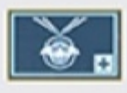


SCATTERED WEAPONS: During Free Flow Combat, enemies pick up and throw objects at you. During Predator Encounters, the environment starts pre-mined with proximity-activated explosives.

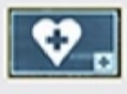


TIME LIMIT: Adds a time limit to complete the challenge. Defeat enemies to extend your time.

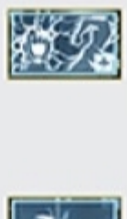
BENEFICIAL MODS



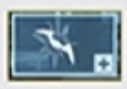
FREE MEDAL: Player is automatically given a medal if they don't complete all three objectives at the end of the challenge.



REPLENISHING HEALTH: Your character slowly regains lost health over time.



SUPER POWERED: Gain the ability to punch through shields, armor, and tasers without getting blocked. In Predator Encounters, you move faster when crouched down.



TAKEDOWN PROJECTILES: Upgrades your primary projectile weapon to knock out enemies with a single hit when thrown with the Quick-fire button.

COMBAT MAPS

Combat maps are judged by your score. Keep the Free Flow combo going, and you'll build up a multiplier. To maximize point accrual, try to maintain unbroken combos, vary your gadget use mid-combo, and exploit the growing multiplier by using high-value actions like Blade Dodge Takedowns and Ground Takedowns.

>>INTENSIVE TRAINING

This Combat map is an unwelcoming introduction, but it doesn't get any friendlier from here. The normal version of this room requires basically nothing but strikes until the fourth wave, at which point it becomes a good time to learn to deal with a knife user. By the time you've unlocked Intensive Training (Extreme), the waves should be no problem, until perhaps the fourth wave. This unique staggered wave starts out with a ton of your expected rabble of lowlifes (not literally a ton, but it's 14 guys). Just as you're thinning them out, though, poof! Several ninja blink into existence, in an apparent show of ninja magic. You'll have to deal with them, too; fighting them is like fighting a more devious martial artist. To simplify things, use Combo Takedowns on them if possible.

UNLOCK CONDITIONS

NORMAL MAP	AFTER THE FIGHT IN JEZEBEL PLAZA
Extreme Map	After completing Gotham City's Finest Campaign or after completing Battle Royal Campaign

MEDAL BENCHMARKS

RANK	INTENSIVE TRAINING	INTENSIVE TRAINING (EXTREME)
1st Medal Score	10000	12000
2nd Medal Score	20000	24000
3rd Medal Score	40000	48000

THUGS PER WAVE

WAVE	INTENSIVE TRAINING	INTENSIVE TRAINING (EXTREME)
Wave 1 Thugs	4 standard	4 standard, 1 armored
Wave 2 Thugs	6 standard	4 standard, 1 armored, 1 baseball bat, 1 knife
Wave 3 Thugs	8 standard	6 standard, 2 armored, 1 knife (spare knife and baseball bat on ground)
Wave 4 Thugs	11 standard, 1 baseball bat	8 standard, 2 armored, 2 knife (2 spare knives and 2 spare baseball bats on ground); 3 ninja halfway through



Intensive Training Wave 4



Intensive Training (Extreme) Wave 4

>>25 TO LIFE



25 to Life Wave 4

Here, you'll begin running into guys stabbing at Batman with broken bottles. In behavior, they're just like knife-wielding thugs. You *can* redirect over a knife user and land a striking combo from behind, and you *can* just dodge their knife flurries easily by holding away plus Counter. But the best thing to do for Challenge Mode high scores is to weave Blade Dodge Takedowns into your combos. This isn't too hard once you've become familiar with Blade Dodge Takedowns in the first place. Just be ready to drop whatever your current plan was if you see the knife user coming in for his combo. You can somewhat skirt the issue entirely by simply fighting as far away from the knife users as possible; whenever they get close, dodge roll away, and then attack whichever unarmed enemy gives you the most extra distance away on top of the roll. (This tactic won't break your Free Flow combo.) This can be useful if you're avoiding blade users, like when you're saving them for your Special Takedowns.

THUGS PER WAVE

WAVE	25 TO LIFE	25 TO LIFE (EXTREME)
Wave 1 Opponents	5 standard	4 standard, 1 armored
Wave 2 Opponents	7 standard, 1 broken bottle	5 standard, 2 pipes, 2 armored
Wave 3 Opponents	11 standard, 1 broken bottle (1 spare broken bottle on ground)	8 standard, 2 broken bottle, 2 armored (2 spare pipes on ground)
Wave 4 Opponents	14 standard (2 spare broken bottles on ground)	8 standard, 1 pipe, 2 broken bottle, 2 armored, 2 Stun Baton (2 spare broken bottles, 2 spare pipes on ground)

MEDAL BENCHMARKS

RANK	25 TO LIFE	25 TO LIFE (EXTREME)
1st Medal Score	12000	15000
2nd Medal Score	24000	30000
3rd Medal Score	48000	60000



25 to Life (Extreme) Wave 4

>>OVERFLOW

The Extreme version of this room is the first place you'll encounter Stun Baton users. As with knife users, it can be effective to simply avoid the Stun Baton thugs, fighting around and away from them until you're ready to deal with them directly. Otherwise, while these rabbit-eared sewer rats are maybe more strangely attired than previous Challenge Mode combatants, they aren't different in behavior, so the same methods apply.

UNLOCK CONDITIONS

NORMAL MAP	AFTER THE FIRST FIGHT IN THE SEWERS
Extreme Map	After completing Criminal Underworld Campaign or after completing Battle Royal Campaign

MEDAL BENCHMARKS

RANK	OVERFLOW	OVERFLOW (EXTREME)
1st Medal Score	12000	18000
2nd Medal Score	24000	36000
3rd Medal Score	48000	72000

THUGS PER WAVE

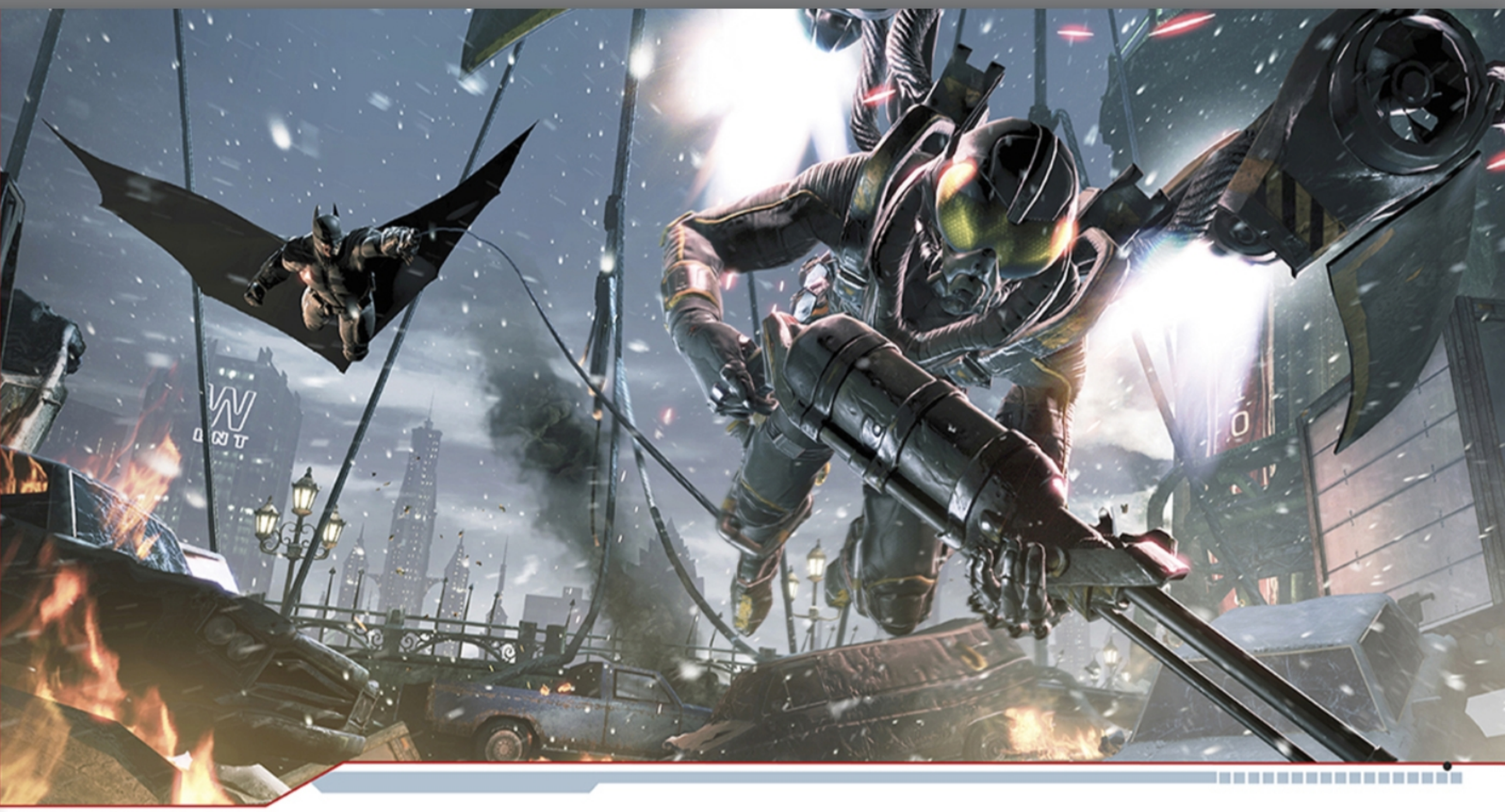
WAVE	OVERFLOW	OVERFLOW (EXTREME)
Wave 1 Opponents	6 standard	6 standard, 1 Stun Baton
Wave 2 Opponents	6 standard, 1 pipe, 1 broken bottle	6 standard, 1 pipe, 1 knife, 2 armored (1 spare Stun Baton on ground)
Wave 3 Opponents	8 standard, 1 baseball bat, 1 armored (1 spare baseball bat on ground)	8 standard, 1 baseball bat, 1 Stun Baton, 2 armored (1 spare Stun Baton, 1 spare knife, 1 spare pipe on ground)
Wave 4 Opponents	11 standard, 1 broken bottle, 1 armored (2 baseball bats and 1 broken bottle on ground)	13 standard, 3 armored, 1 knife, 1 Stun Baton (2 spare Stun Batons, 1 spare knife, 1 spare baseball bat, 1 spare pipe on ground)



Overflow Wave 4



Overflow (Extreme) Wave 4



>>PANORAMA

Even during the normal version of Panorama, you'll have to start dealing with multiple tough enemy types per wave, such as battling an armored enemy alongside a knife-wielder (of course accompanied by the usual cohort of punks) during Wave 2. And on the very next wave, you'll encounter an armored guy alongside a shielded one, with two knives on the ground for other villains to pick up. A huge Enforcer even shows up during the fourth wave. With this mix of enemy types, normal Panorama serves as a decent primer for the Extreme versions of Combat maps in general. During Panorama (Extreme), the first martial artist enemies show up, and a dreaded Armored Enforcer appears during the fourth wave.

UNLOCK CONDITIONS

NORMAL MAP	AFTER THE ROOFTOP FIGHT FOLLOWING THE HELICOPTER SEQUENCE
Extreme Map	After completing Trials and Tribulations Campaign or after completing Battle Royal Campaign

MEDAL BENCHMARKS

RANK	PANORAMA	PANORAMA (EXTREME)
1st Medal Score	15000	18000
2nd Medal Score	30000	36000
3rd Medal Score	60000	72000

THUGS PER WAVE

WAVE	PANORAMA	PANORAMA (EXTREME)
Wave 1 Opponents	5 standard, 1 knife	7 standard, 1 shield
Wave 2 Opponents	7 standard, 1 knife, 1 armored	7 standard, 2 knife, 2 armored
Wave 3 Opponents	11 standard, 1 armored, 1 shield (1 spare knife, 1 spare broken bottle on ground)	9 standard, 1 armored, 2 martial artists, 1 Enforcer
Wave 4 Opponents	12 standard, 1 baseball bat, 1 armored, 1 Enforcer	12 standard, 1 knife, 1 martial artist, 1 Armored Enforcer



Panorama Wave 4



Panorama (Extreme) Wave 4

>>DEATH SENTENCE

The Death Sentence map introduces Venom Users into the mix. Watch out for and be ready to dodge roll away from their charging grab attacks, and save your Combo Takedowns for them. Be ready for another Enforcer during the fourth wave. Death Sentence (Extreme) ups the ante of bad guy diversity, as already by Wave 2, you'll have to contend with both an Enforcer and a juiced Venom User simultaneously! During Wave 4 of the Extreme version of this map, you'll have the largest array yet of targets whom you cannot simply attack head-on: the armored guys, the martial artists, and the Enforcer all shrug off standard frontal Strikes. Dance around them, building up your Free Flow combo on standard thugs (and, if you've acquired the Shock Gloves, energy for enhanced punching power), biding your time for clear openings to take down all the men who require specific takedown methods.

UNLOCK CONDITIONS

NORMAL MAP	AFTER THE FIGHT OUTSIDE BLACKGATE
Extreme Map	After completing Trials and Tribulations Campaign

MEDAL BENCHMARKS

RANK	DEATH SENTENCE	DEATH SENTENCE (EXTREME)
1st Medal Score	15000	20000
2nd Medal Score	30000	40000
3rd Medal Score	60000	80000

THUGS PER WAVE

WAVE	DEATH SENTENCE	DEATH SENTENCE (EXTREME)
Wave 1 Opponents	7 standard, 1 Venom	9 standard, 2 armored
Wave 2 Opponents	9 standard, 1 shield	10 standard, 1 shielded, 1 Enforcer, 1 Venom User
Wave 3 Opponents	9 standard, 1 armored, 1 Venom User (1 spare shield on ground)	11 standard, 1 Stun Baton, 2 armored, 1 Venom User (1 spare shield on ground)
Wave 4 Opponents	10 standard, 1 Stun Baton, 1 Enforcer (1 spare shield on ground)	10 standard, 2 armored, 1 pipe, 1 pipe martial artist, 2 martial artist, 1 Enforcer (1 spare Stun Baton on ground)



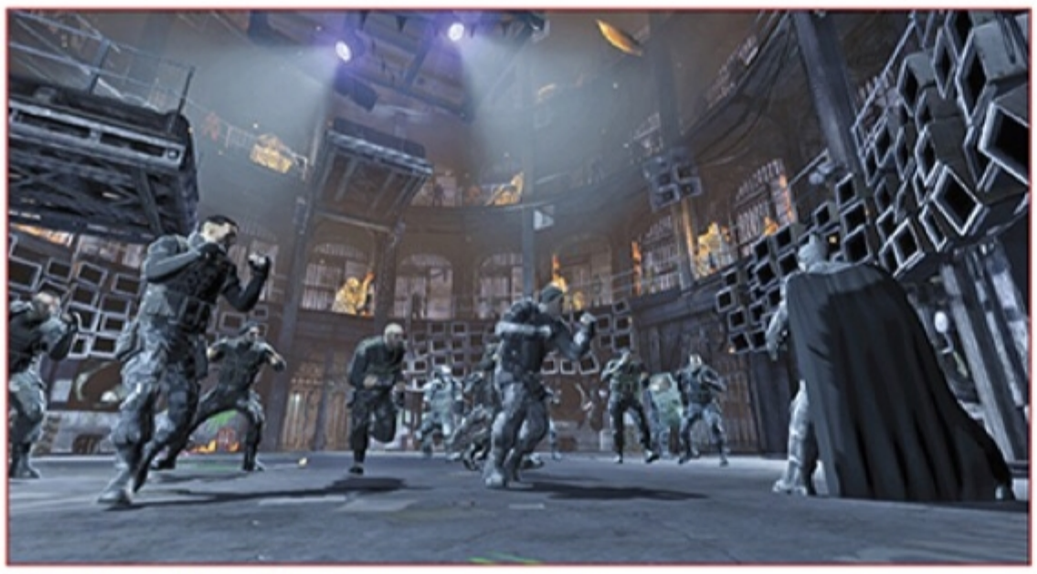
Death Sentence Wave 4



Death Sentence (Extreme) Wave 4

>>PANOPTICON

The final Combat map pits you against a generous serving of almost everything. In particular, this map is about fighting Venom Users. The final wave of Panopticon (Extreme) has three Venom Users at once, and it isn't like these are the only villains you'll face; *fifteen* assorted underlings accompany these chem-buffed brawlers! Work up Shock Glove energy on the baddies surrounding the Venom Users, and be very wary of their uncounterable charging grabs. But aside from encountering multiple Venom fiends at once, and the sheer number of baddies during later waves, there's nothing here you won't be able to handle if you've made it here in the first place!



Panopticon Wave 4



Panopticon (Extreme) Wave 4

UNLOCK CONDITIONS

NORMAL MAP	AFTER DEFEATING BANE
Extreme Map	After completing Storm Warning Campaign

MEDAL BENCHMARKS

RANK	PANOPTICON	PANOPTICON (EXTREME)
1st Medal Score	20000	25000
2nd Medal Score	40000	50000
3rd Medal Score	80000	100000

THUGS PER WAVE

WAVE	PANOPTICON	PANOPTICON (EXTREME)
Wave 1 Opponents	7 standard, 1 martial artist	8 standard, 1 pipe, 1 armored, 1 Venom User
Wave 2 Opponents	9 standard, 1 Venom User	9 standard, 1 knife, 1 armored knife, 2 Venom User
Wave 3 Opponents	9 standard, 1 broken bottle, 1 armored, 2 martial artist	11 standard, 1 knife, 2 armored, 2 martial artists (1 spare pipe and 2 spare knives on ground)
Wave 4 Opponents	13 standard, 1 shield, 2 armored, 2 Venom User	10 standard, 1 broken bottle, 1 knife, 1 Stun Baton, 2 armored, 3 Venom (3 spare knives and 1 pipe on ground)

PREDATOR MAPS





>>BREAKING IN

UNLOCK CONDITION: After the GCPD offices Predator room

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Smash Landing	Smash through a weak ceiling onto an enemy to take him down.
Explosive Detonation	Take down an adversary with a propane tank using the Remote Claw.
Grate Moves	Perform a takedown while crawling under a floor grate.

>>EASY MONEY

UNLOCK CONDITION: After completing the Bank Predator room

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Venting Anger	Perform a takedown through a vent cover.
Blast Zone	Take down an enemy by exploding a weak wall.
Hang Time	Perform an Inverted Takedown from a vantage point.

>>CHECKING OUT

UNLOCK CONDITION: After completing the Royal Lobby Predator room and receiving the Shock Gloves

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Friend Fly Free	Pull down two foes simultaneously while hanging from a ledge.
Chaos Theory	Perform an Inverted Takedown from a vantage point on a Thermal Goggles-wearing enemy.
Knockout Smash	During a Silent Takedown, perform a Knockout Smash to take down the opponent instantly.

>>QUIET WATERS

UNLOCK CONDITION: After completing the Royal Spa Predator room

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Skull Cracker	Sneak up behind two enemies and perform a Double Takedown.
Over the Ledge	Hang from a ledge and pull an adversary down.
Zip and Out	Perform a Zipline Takedown on a foe (upgrade required).

>>WRECKING CREW

UNLOCK CONDITION: After completing the Bridge Boiler Room Predator room

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Smash and Grab	Perform an Inverted Takedown through a weak ceiling from a vantage point.
Mined Your Step	Detonate a mine as an opponent walks over it with the Mine Detonator (upgrade required).
Extinguished	Attach an adversary to a fire extinguisher with the Remote Claw, and perform a Silent Takedown on any enemy caught in the smoke.

>>HARD TIME

UNLOCK CONDITION: After completing the Blackgate Nexus Predator room

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Blast Zone	Take down a foe by exploding a weak wall.
Take the Bait	Attract an adversary with the Sonic Batarang, and take him down (upgrade required).
Chaos Theory	Perform an Inverted Takedown from a vantage point on a Thermal Goggles-wearing enemy.

>>BREAKING IN (EXTREME)

UNLOCK CONDITION: After completing Gotham City's Finest Campaign

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Fall Guy	Take down an enemy from a walkway with the Batclaw.
Vantage Mastery	Take down an adversary from a tightrope.
Window Pain	Perform a takedown through a glass window.

>>EASY MONEY (EXTREME)

UNLOCK CONDITION: After completing Criminal Underworld Campaign or after completing Stealth Expert

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Armor Piercing	Take out the armored enemy first.
Mined Your Step	Detonate a mine as an opponent walks over it with the Mine Detonator (upgrade required).
What Goes Up	When a foe climbs to the top of a ladder, detonate Explosive Gel to send him flying back down.

>>CHECKING OUT (EXTREME)

UNLOCK CONDITION: After completing Criminal Underworld Campaign or after completing Stealth Expert

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Round the Bend	Use Corner Cover to hide and take down an approaching enemy.
Over the Ledge	Hang from a ledge and pull an adversary down.
Breaking and Entering	Perform a takedown through a weak wooden wall.

>>QUIET WATERS (EXTREME)

UNLOCK CONDITION: After completing Trials and Tribulations Campaign or after completing Stealth Expert

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Extinguished	Attach an enemy to a fire extinguisher with the Remote Claw, and perform a Silent Takedown on any enemy caught in the smoke.
Have a Nice Trip	Slide into an adversary, and then knock him out on the ground.
Don't Touch That Dial	Take down the foe carrying the jammer backpack last.

>>WRECKING CREW (EXTREME)

UNLOCK CONDITION: After completing Storm Warning Campaign

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Weapon Jam	Disrupt an enemy's gun with the Disruptor, and take him down when his gun jams.
Fists of Fury	Take down an adversary with a Beatdown.
Scare Tactics	Appear out of nowhere to surprise a terrified foe.

>>HARD TIME (EXTREME)

UNLOCK CONDITION: After completing Storm Warning Campaign

MEDAL REQUIREMENTS

MEDAL PARAMETER	DESCRIPTION
Sonic Boom	Use the Sonic Shock Batarang to take down an enemy (upgrade required).
Smash Landing	Smash through a weak ceiling onto an opponent to take him down.
Confiscated Weapon	Disarm a foe with the Batclaw, and take him down (upgrade required).

COMBAT TRAINING PROGRAMS

>>COMBO MULTIPLIER EXPERT

UNLOCK CONDITION: When Combat Training unlocks after the assassin reveal video

THUGS: 5 standard thugs

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Free Flow Combat	Combo Takedown	High Multiplier
Goal	Reach x3 multiplier to enter Free Flow Mode.	Reach x8 multiplier and perform one Combo Takedown.	Reach x15 multiplier.
Description	While in Free Flow Mode, your strikes have increased range and power, allowing you to flow between enemies and knock them to the ground with each strike.	Press Y + B (or △ + ○) to perform a Combo Takedown when a special move token is available. A special move token is earned every time the multiplier increases by 8.	Perform 15 strikes and Counters in a row without being hit. Increasing your multiplier improves your score in Challenge Mode and your combat grade in Story Mode.

This is pretty straightforward. The average maniac demanding Batman's attention can be knocked out by a steady diet of regular strikes, though any gadgetry you mix in adds flavor and style. Mastering Free Flow Combat Mode is crucial to getting high scores and taking out lots of enemies efficiently. It also just makes the combat much more fun. Once you're acclimated to the basics of combos, this is a good place to also practice mixing in evades, redirects, and using quick-fire gadgets in a low-pressure, consequence-free environment.

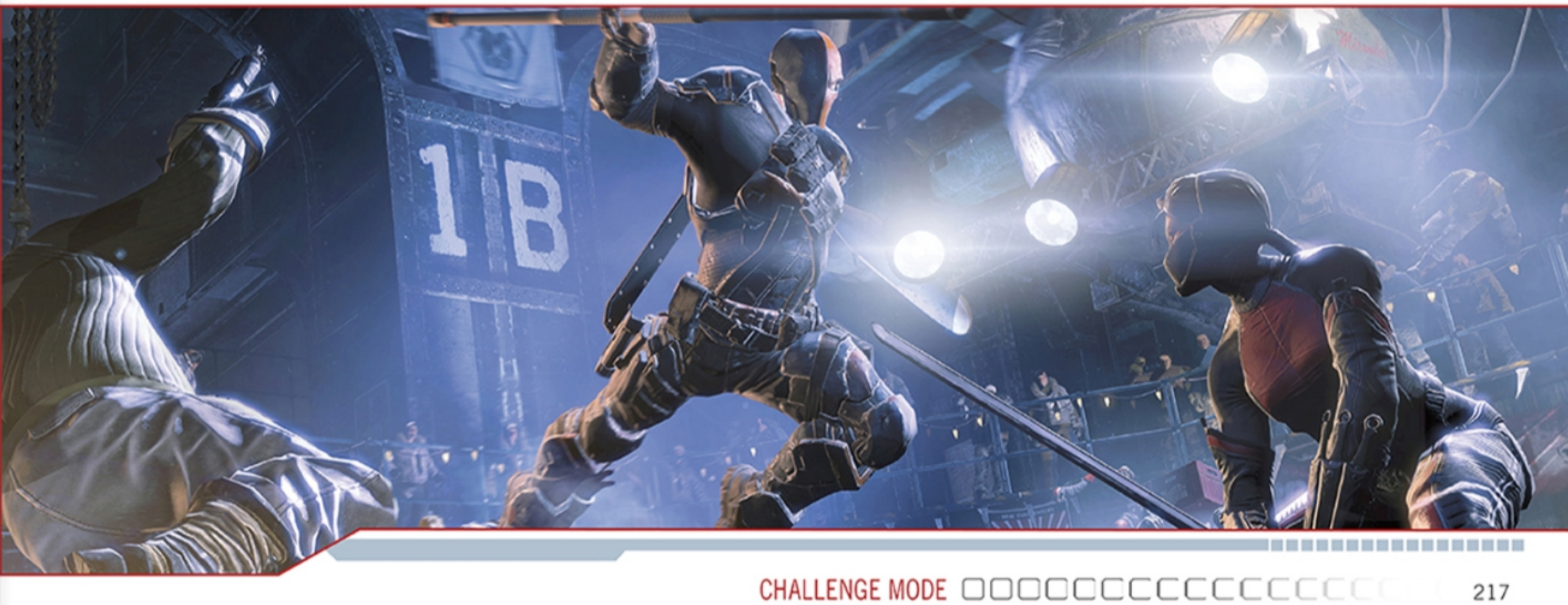
>>COUNTER EXPERT

UNLOCK CONDITION: When Combat Training unlocks after the assassin reveal video

THUGS: 4 standard, 1 knife

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Counter	Double Counter	Blade Dodge
Goal	Counter an enemy attack while in Free Flow Mode.	Counter two attackers at once.	Completely dodge a Blade Attack.
Description	Keep your multiplier above 3 to maintain Free Flow Mode, then counter an enemy attack. Countering enemy attacks is an important skill to master.	When two opponents attack at once, press Y/△ twice to perform a double counter.	Hold Y/△ and pull away from foes armed with melee weapons to effectively dodge their attacks.

Counters are just as important as strikes, and they keep Free Flow Mode combos going, too. Apart from the icon above the heads, enemies also pretty obviously make a beeline right for Batman when they're going to attack. Use both cues to alert yourself to counter opportunities. If you tend to kind of mash on the Strike button to dole out combos, try to get out of that habit. That technique tends to earn you many headaches throughout the *Arkham* series, because if you've started up a punch, then you won't be able to counter. Slow down your attempts to strike back a little bit—you have more time than it seems!—and don't commit to an offensive action (whether strike or using a gadget) when a punch that you must counter is incoming! Similarly, don't make the mistake of mashing counter, either, because a whiffed counter equals a broken combo.



>>BEATDOWN EXPERT

UNLOCK CONDITION: After acquiring the Concussion Detonator

THUGS: 4 standard, 1 armored

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Cape Stun	Stun Beatdown	Armored Enemies
Goal	Stun two enemies with one Cape Stun.	Perform three Stun Beatdowns.	Complete a Stun Beatdown on one armored adversary.
Description	Press B/◉ to stun up to three foes in front of Batman. Cape Stun helps manage crowded encounters by stunning a group of opponents for a limited time.	Perform a Stun Beatdown by repeatedly striking an attacker after stunning them with the cape. Completing the Beatdown knocks out the hostile.	Armored foes block normal strikes and reset the combo meter. Use the Stun Beatdown to take them out.

Armored enemies will block your strikes, so use the Cape Stun attack to drop their guard. Pummel cape-staggered foes with strikes to start up a special mini-combo, the Stun Beatdown. Since this involves punching the same guy up to a dozen times, it can be tough to get a full Stun Beatdown when surrounded, so evade out to the fringes and try to separate enemies. Otherwise, knock all but one down before going for the cape swing into Stun Beatdown. Note that Stun Beatdowns are a terrific way to build up the combo multiplier quickly, since Batman pummels the same target over and over. If you can safely use a Stun Beatdown to *open* a Free Flow combo, you'll already have enough hits to be in Free Flow Mode, and maybe even to use a Combo Takedown on the toughest nearby enemy immediately.

>>MIXED WEAPON GROUP EXPERT

UNLOCK CONDITION: After completing the Prison Riot FFC in GCPD

THUGS: 2 standard thugs, 2 baseball bat, 1 shield, 1 assault rifle

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Quick-fire Batclaw Slam	Aerial Attack	Quick-fire Batarang
Goal	Perform a Batclaw Slam.	Perform an Aerial Attack on an enemy with a shield.	Use the Quick-fire Batarang to knock three foes down.
Description	Hold L1 + Y (or L2 + △) to quick-fire the Batclaw. Press ✕/▢ during the Batclaw attack to perform the Batclaw Slam.	Press B, A, A (or ◉, ✕, ✕) to perform an Aerial Attack. The Aerial Attack is an effective tactic against opponents with shields.	Tap R1/L2 to use the Quick-fire Batarang. When in Free Flow Mode, the Batarangs hit harder and can knock targets down.

This Training Program's point is two-fold: to teach you to vary your gadgets, and to teach you to fight a real diversity of thug fauna. Varying your gadget use (especially within unbroken Free Flow combos) goes a long way toward your Combat score, in both Challenge Mode and the main story campaign. And certain tools are better against certain thugs, so when you're facing down a dozen punks at once, it helps to know whom to hit with what. (Especially when some of them might have only one weakness.)

>>MARTIAL ARTS EXPERT

UNLOCK CONDITION: After fighting two Martial Artists in the last fight in the sewers

THUGS: 3 standard, 3 Martial Artists

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Counter Attack	Dual Attack	Combo Chain Attack
Goal	Reach x8 multiplier.	Counter a martial artist Dual Attack.	Counter a martial artist Combo Chain Attack.
Description	The martial artist can counter your attacks. Be prepared to respond to these Counters in order to maintain your combo multiplier.	Hit Y/△ twice to counter the Martial Artist's Dual Attack. If you fail, the attack will score two hits against you.	The martial artist can chain attacks one after the other. Time your counters to each attack to counter the entire chain.

Bruce Wayne isn't the only capable fighter in Gotham City. Agile Martial Artist enemies can perform counters and combos of their own. When they counter, be ready to counter back immediately; when they strike, be ready to counter three times consecutively before you counterattack. They can also use a leaping attack that must be sort of double-countered: you must press Counter twice quickly, like when two minor enemies both strike at Batman at the same time.

>>ARMORED ENFORCER EXPERT

UNLOCK CONDITION: After fighting the Armored Enforcer in the Steel Mill

THUGS: 5 standard, 1 armored big (Armored Enforcer!)

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Ultra Cape Stun Beatdown	Instant Armor Removal	Leveraging the Enforcer
Goal	Make five successive Beatdown Strikes on the stunned Armored Enforcer.	Remove the Enforcer's armor with the Combo Takedown special move.	Reach x20 multiplier.
Description	The Armored Enforcer is immune to normal strikes but is vulnerable to the Ultra Cape Stun Beatdown: press B/◉ three times, then strike him repeatedly.	Reach x8 multiplier, then press Y + B (or △ + ◉ to use the Combo Takedown to instantly remove the Enforcer's armor.	Striking an Enforcer automatically initiates a Beatdown. Use the Enforcer Beatdown to build your multiplier quickly.

Enforcers are properly named. These professional intimidators tower over the battlefield, laughing off direct attacks. You'll have to use a combo with the cape to make them vulnerable. These big guys provide a case study in reserving your Combo Takedown for important targets rather than wasting it on fodder.

>>SHOCK GLOVES EXPERT

UNLOCK CONDITION: After acquiring the Shock Gloves in the Royal Lobby

THUGS: 1 standard, 1 knife, 1 assault rifle, 1 Stun Baton, 1 shield, 2 armored

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Beatdown Shock Glove Recharge	Unblockable Shock Glove Strikes	Shock Glove Multiplier Bonus
Goal	Recharge 50% of the Shock Glove energy meter using Stun Beatdowns.	Strike at least one shield enemy and one Stun Baton enemy.	Reach x25 multiplier.
Description	The kinetic energy generated by the Beatdown strikes charges the Shock Gloves faster.	Shock Glove strikes cannot be blocked, making them very effective at maintaining Free Flow Mode in a group of armed or armored enemies.	Each Shock Glove strike increases the combo multiplier by two points. Maintain Free Flow Mode with your Shock Gloves active to reach very high multipliers.

Now this is fun! Once you've acquired the Shock Gloves, you'll build shock energy by fighting normally. Once the gloves are fully charged, you can activate them (without breaking a combo in progress!) and really go to work. Powered up by active Shock Gloves, Batman's punches are too forceful for any recipient to withstand. Batman's shock punches are unblockable (sorry, shielded and armored foes), and the target will be knocked to the turf. With Shock Gloves active, you can also confidently punch the stuffing out of knife- and electric prod-wielders from the front.

>>VENOM USER EXPERT

UNLOCK CONDITION: After receiving the objective to pick up the Glue Grenade

THUGS: 5 standard, 2 Venom

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Venom User Grab Attack	Instant Venom Pack Deactivation	Shock Gloves vs. Venom User
Goal	Avoid the Venom User's Grab Attack for the whole fight.	Use a Combo Takedown to destroy a Venom User's pack.	Defeat a Venom User using the Shock Gloves.
Description	Press left analog stick + A, A (or ✕, ✕) to evade the Venom User's Grab Attack. Watch for the red warning lines over the attacker's head to know when you should dodge.	Reach x8 multiplier, then press Y + B (or △ + ◉) to use a Combo Takedown to instantly destroy a Venom User's pack.	Shock Glove strikes automatically initiate a Beatdown against the Venom User. Complete a Shock Glove Beatdown on a Venom User to take him out.

Venom Users occupied a PED-enabled middle ground between mammoth-like Enforcers and run-of-the-mill, normal dude-sized gang members. Swelled to the max with Bane's favorite substance, these hulks charge forward with an uncounterable, unstoppable tackle attack. A red lightning icon above the Venom User's head as he charges foretells this bull's rush. It's a little tricky to both keep a Free Flow combo going *and* stay ready to evade roll out of the way of this attack. When in doubt, err toward possibly leaving an attack/counter gap and thus dropping a combo, so as to be ready to evade roll out of the way. After all, if you get greedy attacking other enemies and a Venom User snags you out of whatever you were too busy doing to not dodge roll out of the way, then your combo will be over anyway. Although you can fight Venom Users straight up, like normal enemies, there are two optimal approaches to use against them — either save your Combo Takedowns for them, or avoid them while building up shock energy on lesser foes, and then go after the Venom Users with Shock Gloves sparking.

>>STUN BATON EXPERT

UNLOCK CONDITION: After the Stun Baton FCC encounter in the electrical room after defusing the bomb

THUGS: 4 standard, 2 Stun Baton

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Redirect	Stun Baton Enemy	Glue Grenade vs. Stun Baton Enemies
Goal	Perform a Redirect three times.	Perform a Redirect Attack against a Stun Baton enemy.	Strike a Stun Baton foe immobilized by glue.
Description	Press left analog stick + Ⓐ, Ⓐ (or Ⓧ, Ⓧ) toward an adversary to dodge over his head. This is called a "Redirect." It is an effective way to avoid attacks while maintaining your multiplier.	Redirect over a Stun Baton opponent, then press Ⓧ/▢ to strike him from behind. You must attack Stun Baton enemies from behind to avoid their weapon.	Press RT, RT (or R2, R2) to use the Glue Grenade quick-fire and immobilize a Stun Baton hostile. Once he is immobilized, it is safe to strike.

Like Enforcers, martial artists, armored warriors, and ninja, it's not safe to attack Stun Baton troops from the front, but for a different reason. Since these guys have Stun Batons, striking from the front just gets Batman electrocuted. You can attack from behind with Batman's own Shock Gloves, or charge after you've immobilized them with a Glue Grenade.

>>LARGE GROUP TACTICS

UNLOCK CONDITION: After unlocking the Concussion Detonator and purchasing the Multi Ground Takedown upgrade

THUGS: 4 standard, 2 knife, 2 baseball bat, 1 assault rifle, 1 shield

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Concussion Detonator Quick-fire	Explosive Gel Quick-fire	Special Combo Multi Ground Takedown
Goal	Use the Concussion Detonator quick-fire to disorient two enemies at once.	Use the Explosive Gel to knock down two foes at once.	Use the Special Combo Multi Ground Takedown to knock down two adversaries at once.
Description	Press LT + (or L2 + ◉) to use the Concussion Detonator quick-fire. This gadget confuses opponents caught within its blast radius, causing them to attack blindly for a few seconds.	Press LT + Ⓧ (or L2+ ▢) to place an Explosive Gel trap on the ground. Press Command again to detonate it. The hostiles counter indicates how many foes the blast will knock down.	Reach x8 multiplier, then press Ⓐ + Ⓑ (or Ⓧ + ◉) to perform the Special Combo Multi Ground Takedown. This powerful move knocks out all enemies that are stunned on the ground.

When using Explosive Gel in a Free Flow combo, you can either quick-fire deploy the gel and then immediately detonate it without interrupting the combo, or you can deploy the gel and then immediately go into other actions, weaving the detonation into the combo sometime later. Getting used to quick-firing Explosive Gel becomes even more useful when you're using Batman and Robin in the multiplayer modes, as gel is even more useful there than in single player modes. The Special Combo Multi Ground Takedown works like the Combo Takedown—you get a "token" to use this once every extra multiple of 8 on the Free Flow combo counter. When executed, Batman sweeps the field with Batarangs that knock out anyone unfortunate enough to be laid prone at the time. Naturally, this is a really good special takedown to save for, say, immediately after you've knocked two foes down with shock strikes, then knocked another two down with a quick-fired gel detonation.



>>ADVANCED WEAPON TECHNIQUES

UNLOCK CONDITION: Purchased three of the following WayneTech Upgrades:(Blade Dodge Takedown, Batclaw Disarm, Special Combo Disarm and Destroy)

THUGS: 4 standard, 2 knife, 1 shield, 2 baseball bat, 1 assault rifle

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Blade Dodge Takedown	Batclaw Disarm	Special Combo Disarm and Destroy
Goal	Successfully perform a Blade Dodge Takedown at least once to earn this medal.	Use the Batclaw Quick-fire to disarm an enemy.	Destroy one weapon using the Special Combo Disarm and Destroy.
Description	Pull back the left analog stick throughout the attack, and hold Y/△ only during the attacker's swipes to perform a Blade Dodge Takedown. Completing this move takes down the attacker at the end of his attack.	Press L1+ Y (or L2+△) toward an armed foe to disarm them.	Reach x8 multiplier, then press X + Y (or ■ + △) to perform the Special Combo Disarm and Destroy. This attack knocks the adversary down and destroys their weapon.

A crucial skill to master from this Training Program is the Blade Dodge Takedown. Sure, you can just hold the left analog stick away from the knife- or broken bottle-wielding assailant while holding the Counter button the whole time. This move easily dodges the blade user's onslaught and gives you an opening to counterattack. But a much better technique (and much better for Combat scores!) is to get a built-in takedown out of it. This takes a little practice, though. You still hold away from them on the stick the whole time, but now, you must hold down the Counter button briefly only during each actual swing. Just triple-tapping Counter in time to the triple swipe won't be enough; you have to actually hold the Counter button momentarily for each blade swipe. When you succeed, the reward is sweet, as the blade user is knocked out instantly. The best part: this is one of the few attacks that renders Batman invulnerable to almost everything around him while it goes on, so it's safe to weave Blade Dodges into Free Flow combos. It's lucrative, too: Blade Dodge Takedowns have a high point value. Blade users will drop their knives, and unarmed enemies will be sure to help themselves to the freshly ownerless weapons. You can choose to permanently remove selected weapons from the field of battle by taking out their users with Special Combo Disarm and Destroy.

>>COMBO MULTIPLIER MASTERY

UNLOCK CONDITION: Purchased three of the following WayneTech Upgrades:(Critical Strike, Focus Mode, Power Gadget)

THUGS: 4 standard, 2 knife, 2 baseball bat, 1 shield, 1 assault rifle

MEDAL DETAILS	FIRST MEDAL	SECOND MEDAL	THIRD MEDAL
Title	Critical Strike	Focus Mode	Power Gadgets
Goal	Perform three Critical Strikes.	Reach x12 multiplier to enter Focus Mode.	Use one quick-fire gadget while in Focus Mode.
Description	Press X/■ just after finishing the previous strike to perform a Critical Strike on your next attack. Do not tap X■ repeatedly. These powerful attacks increase your multiplier by 2 for each strike.	Focus Mode slows your enemies in combat and increases the damage of your attacks.	Reach x12 multiplier, then quick-fire the Batarang, Batclaw, Explosive Gel, Concussion Detonator, or Glue Grenade to perform a Power Gadget attack.

This Training Program helps highlight the advantages of keeping combos unbroken, ticking as high as possible. Not only can Batman ping-pong back and forth with acrobatic attacks against enemies several meters apart without missing a beat, but the action slows down to favor your reflexes once you get the combo up high enough. Power Gadgets also become available. Once you've unlocked the ability to deliver Critical Strikes, you can perform them by pressing the strike button again just as the current Strike in progress hits the target. (Holding the left analog stick in the direction of the desired enemy is fine.)

BATMAN: ARKHAM ORIGINS MULTIPLAYER



Batman: Arkham Origins **is the first title in the *Arkham* series to include multiplayer modes. In the multiplayer modes, created by developer Splash Damage, two of Batman's greatest adversaries are at war with each other for control of Gotham City's criminal underworld. Players in an online multiplayer match are distributed randomly onto three teams with different allegiances—there's the Hero team, the Joker gang, and the Bane gang.**

HEROES VS. ELITES VS. ELITES

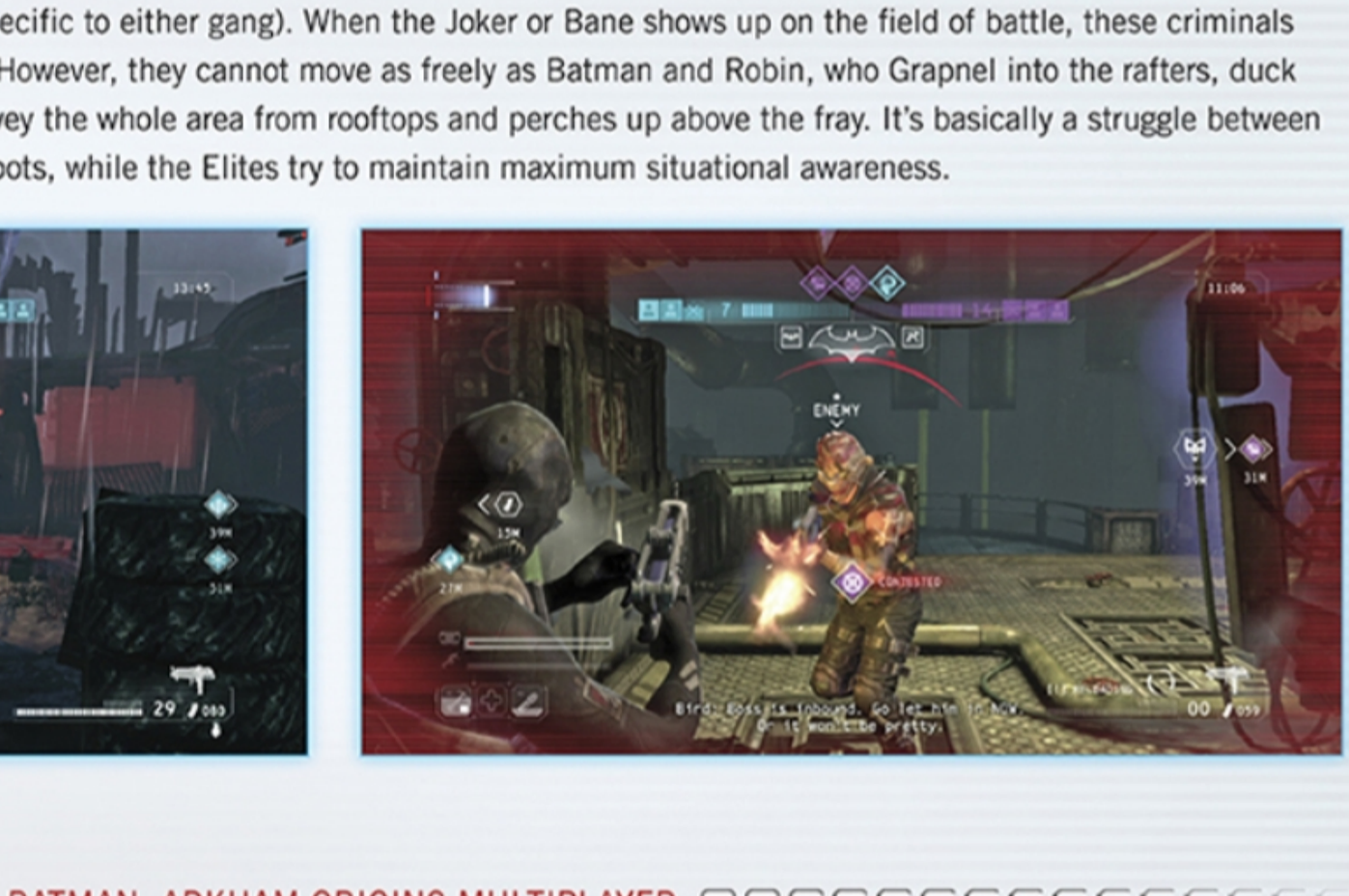
Players who end up on Batman's team take up the cowl of either Batman himself or his sidekick Robin, and they are naturally tasked with disrupting the activities of the lowlifes who serve two of the most notorious villains in the DC canon. The Hero team stays true to Batman's code, swooping down from vantages up above to dole out sudden, silent, and nonlethal (yet surely painful and discouraging) punishment to Elites running amok in various Gotham City locales.

>>THE PRE-GAME LOBBY

Pre-game, players will be broken up at random onto either Joker or Bane gangs, or the Hero team. (A preference toward either the Joker or Bane can be set under options, which the game will try to honor when possible.) While waiting for a match to start, players can vote on the upcoming map, choose between their gang loadouts, and select any delectable Cobblepot Consumables to use, which provide boosts during the match.



Members of Bane's or the Joker's team have no such scruples: these hardened murderers pack firearms and other deadly gadgets. Players who end up in either Bane's or the Joker's gang assume the role of elite thugs. The goal of each gang is to exterminate the other gang as the Joker and Bane battle for control of criminal resources in Gotham City.



Gang members have an advantage over Batman and Robin at ground level—the Heroes are outnumbered against criminals who use guns and grenades (along with other murderous devices specific to either gang). When the Joker or Bane shows up on the field of battle, these criminals are the most dangerous individuals in the room. However, they cannot move as freely as Batman and Robin, who Grapnel into the rafters, duck into air ducts and maintenance tunnels, and survey the whole area from rooftops and perches up above the fray. It's basically a struggle between the Heroes' ability to be patient and pick good spots, while the Elites try to maintain maximum situational awareness.







The main objective of each Elite group isn't necessarily to defeat the Heroes—the gangs are out for each other. The gangs' shooting at each other provides ideal opportunities for Batman and Robin to bide their time, picking off stragglers and distracted Elites from the shadows.

Each multiplayer mode follows these general themes: the Elites war with each other while staying wary of the Heroes, while Batman and Robin try to intimidate the gangs into submission, but there are crucial distinctions.

DEVELOPER TIP:

"Working together is crucial for success. Keep an eye on each other and work to coordinate attacks in order to maximize effectiveness.

Stick together. Elites are harder to take down when they're with their teammates, and Batman and Robin are always more powerful than Batman alone."

INVISIBLE PREDATOR ONLINE: EIGHT PLAYERS

Invisible Predator Online pits two teams of three gang members each (three under the Joker, three under Bane) against both each other and against a team featuring Batman and Robin: 3 versus 3 versus 2.

HEALTH

The health bar is visible in the top-left corner of the screen. Sustained damage is shown on this bar. If about five seconds pass without further damage being taken, then the health bar will begin to rapidly refill. Your survival between encounters may increase dramatically if you simply lay low and allow health to refill whenever you can.

Heroes and Elites have 100 health, while the Joker has 750, and the mighty Bane has a whopping 1250 health! The health bars of the Joker and Bane don't refill over time, however.

>>HEROES: INTIMIDATION



The goal of the Heroes is to fill up the Intimidation meter, which is the Bat-Symbol located in the top-center of the screen. Intimidation is built up by taking down Elites. The more the Heroes vary their takedown methods, the faster Intimidation builds. A great deal of Intimidation is also built up if the Heroes manage to take out Bane or the Joker. The Hero team loses Intimidation if either Batman or Robin is killed. There is no limit to the amount of times the Heroes can respawn, though dying excessively has quite a negative effect on Intimidation.

DEVELOPER TIP:

"Variation in attacks adds bonus Intimidation. Keep the Elites on their toes with unpredictable attacks, and try to use a variety of attacks whenever possible.

Since heroes only knock Elites unconscious, no reinforcement tokens are taken from the faction that gets attacked by a hero."

>>ELITES: REINFORCEMENTS



The goal of each gang is to try to totally deplete the Reinforcements of the other gang. Both gangs start out with 25 Reinforcements, *not* counting the three Elites who start the level out. Take Reinforcements away from the other gang by killing its members; your gang loses Reinforcements when you or an ally is killed. Reinforcements are *not* lost if you or an ally happens to fall prey to Batman or Robin—Batman and Robin don't kill, after all! But an Elite taken out by a Hero still has to go through the respawn process and is out of commission for a bit, so suffering a Hero takedown is not exactly penalty-free.

DEVELOPER TIP:

"As an Elite, only hunt Heroes if they are close to victory or if your team is out of Reinforcements. Focus on victory (Team elimination), and stay clear of the Heroes whenever possible."

>>RESPAWNING

At the beginning of each match, each gang spawns on opposite ends of the map, and the Heroes spawn somewhere safe in the rafters above. Respawns after dying or getting knocked out can be generated all over the map, depending on several factors. The game avoids having an Elite respawn near enemies, in the field of vision of opponents, and even where adversaries are looking using Detective/Enhanced Vision.

When a gang has no Reinforcements left, any Elites killed will not respawn. When all Elites on a team are killed, that team loses (along with the Heroes). It's possible for the last Elite standing to resurrect his fallen teammates by killing Batman or Robin! This can be a total game-changer, especially in close matches, as a comeback victory can be mounted from what seemed like last-gasp, garbage time. (Note: killing the opposing team's Super-Villain, while awesome, does not respawn your down-and-out teammates.) And the Hero who falls as an Elite's team is resurrected will be penalized with an extra-long respawn timer!

Apart from kills, Reinforcements are also influenced over time by the alignment of Control Points.

DEVELOPER TIP:

"As a Hero, when one of the Elite teams is close to victory, focus your attention on the losing team. Hero takedowns do not cost Reinforcements, and the winning team will have a hard time finding its target if you are always taking out the losing team."

>>CONTROL POINTS (INVISIBLE PREDATOR ONLINE)



It isn't all running and gunning for the gangs, since the gangs can also capture Control Points. The contesting of Control Points leads to natural king-of-the-hill style gunfights and a dynamic frontline. Each map contains three Control Points—one located centrally, and two near the initial spawn areas for each gang. Owning Control Points causes a slow drain on the Reinforcement total of the other team. Wins are earned just as much through Control Point attrition as by killing off the other side.

Gang members can capture Control Points merely by standing within the boundaries of the Control Point for long enough. A bar indicates the progress of the capture attempt. When a Control Point is captured, the opposing gang loses one Reinforcement. Opposing Elites can halt the capture attempt's progress by simply entering the Control Point. They'll have to be killed or pushed out of the Control Point in order to finish the capture attempt.

Every 45 seconds, the game takes a Control Point tally and deducts Reinforcements from each team, based on how many Control Points the other team owns. If it's tied 1-1 on Control Points during a tally, both teams lose one Reinforcement. If one team has all three Control Points locked down, then the other team loses three Reinforcements during a tally!

In Invisible Predator Online mode, all three Control Points are active immediately at the start of the match. Almost inevitably, each gang will quickly capture the Control Point closest to itself before making an initial play for the central Control Point. So, for at least the first possible tally or two, the teams are likely to be tied 1-1.

DEVELOPER TIP:

"As a Hero, it is preferable to keep the Elite teams even. Use the Scrambler to neutralize Control Points owned by the winning team and force them to fight for a much longer time. Scrambling Control Points prevents one gang from controlling the match and getting a quick victory."

While fighting with each other over Control Points, both gangs must keep in mind the presence of the Heroes, who might just snatch victory away if Intimidation isn't kept in check. The inevitable gunfights that occur around Control Points create natural opportunities for Heroes to set traps and snag easy takedowns against preoccupied Elites.

>>SUPER-VILLAINS: THE JOKER AND BANE

In each match, one of the Super-Villains (the Joker or Bane) can show up, drastically increasing the lethal ante. When the baddest of the bad guys sense victory slipping away, they'll demand to be let into the fray to oversee things personally. Each map has several Super-Villain doors, and one of them can open when one of the following becomes true:



80% Intimidation for Heroes

Half of total gang Reinforcements gone

Three minutes left in match

When any one of these conditions is met, the Joker and Bane demand that their gangs allow them into the fight. At this point, whichever player opens the Super-Villain door first gains control of either Bane or the Joker! The Heroes actually get notice of which Super-Villain door will open before the Elites do; this allows Batman and Robin to set up traps to snare Elites who rush for the door over-eagerly! Elites also require time to actually open the door; time during which a careless Elite may find themselves taken down by a Hero or killed by an opponent.

The Super-Villains can't take cover, and they don't have access to Detective or Enhanced Vision. But apart from that, the Super-Villains are all about advantages:

Bane and the Joker have ridiculous and unique weapons of their own (detailed in their own sections).

The Joker has 750 health and Bane has 1250, both far more than the standard 100 health possessed by Elites and Heroes, and it takes three consecutive Hero takedowns to bring one of the Super-Villains down.

They can sprint indefinitely (just like the Heroes).

All opposing gang members are plainly visible onscreen (as though marked by Tactical Darts).

The Super-Villains are invulnerable while executing Heroes and Elites with their marquee moves; the best their opposition can hope for is to reposition during a Super-Villain execution.

While Super-Villains see the opposing gang's members clearly, they don't get any kind of indicator for the Heroes. Elites fighting alongside their side's Super-Villain should communicate and coordinate to help keep Batman and Robin off the boss's back.

DEVELOPER TIP:

"As a Hero, it is not always best to desperately try to prevent Elites from reaching the Super-Villain Door. Use it to bait enemies into a few takedowns, but also try to ensure that the losing team reaches the door first. This will give them an edge and a chance to get back into the game and to keep on fighting. Remember, the longer the game, the easier it is for Heroes to win."



DEVELOPER TIP:

"Super-Villains stun people around them when getting up. You are vulnerable if you are near them when this happens."

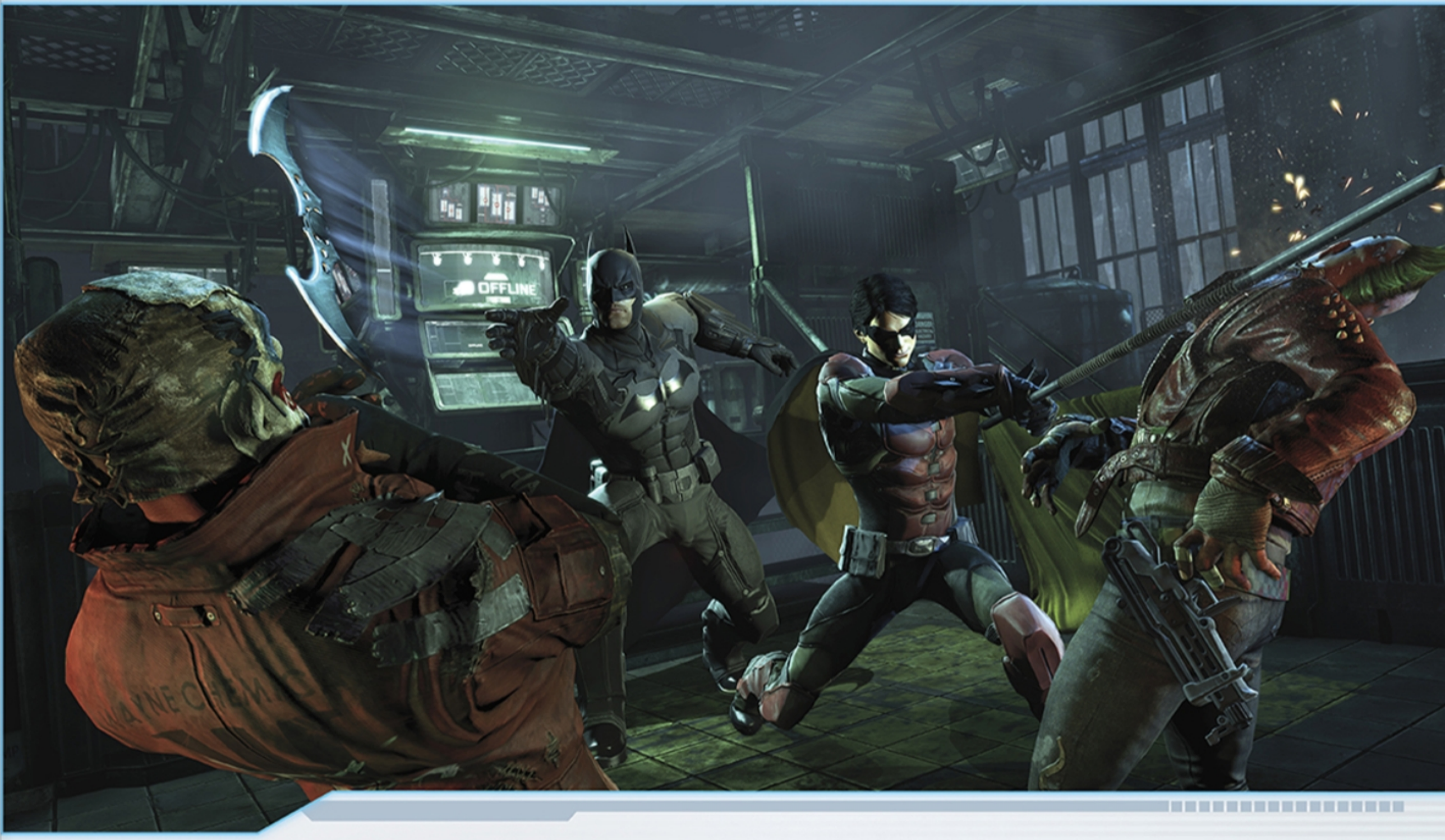
MULTIPLAYER PROGRESSION

Participating in multiplayer matches accrues XP. XP can go toward several kinds of progression at once.

>>OVERALL LEVEL

XP always goes toward "Overall" progression, detailed in the following table. Gaining levels of Overall account progress earns passive always-on bonuses to certain abilities for both Heroes and Elites. For Elites, Overall progress unlocks more guns, opens more Loadout slots so you can prepare for different maps and situations, and increases the max duration of Elite dashing and Enhanced Vision mode. For Heroes, Overall progress unlocks more outfits from different comic eras and permanent buffs to several Hero gadgets.





LEVELS AND REWARDS FOR OVERALL ACCOUNT

OVERALL LEVEL	TOTAL XP FOR LEVEL	XP SINCE LAST LEVEL	HERO UNLOCKS	BATMAN UNLOCKS	ROBIN UNLOCKS	ELITE UNLOCKS
Level 1	—	—	—	Arkham Origins Batman Skin	Arkham Origins Robin Skin	—
Level 2	2700	2700	Extra Explosive Gel use (two total)	—	—	—
Level 3	5400	2700	—	Year One Batman Skin	—	Automatic Shotgun
Level 4	8000	2600	—	—	—	Elite Enhanced Vision: 8.8 seconds (from 8.4)
Level 5	12000	4000	—	Cluster Batarang Upgrade 1	Bullet Shield Upgrade 1	—
Level 6	16100	4100	—	—	—	Assault Rifle
Level 7	20100	4000	—	1970s Batman Skin	—	Loadout Slot 2
Level 8	25400	5300	Smoke Pellet cooldown: 40 seconds (was 50)	—	2000s Tim Drake Robin Skin	—
Level 9	30800	5400	—	—	—	Marksman Rifle
Level 10	36100	5300	—	—	—	Elite Dash: 7.5 seconds (from 5)
Level 11	42800	6700	—	Explosive Batarang Upgrade 1 + Batman Earth One Skin	Zip Kick Upgrade 1	—
Level 12	49500	6700	—	—	—	Machine Pistol
Level 13	56200	6700	—	—	—	Elite Enhanced Vision: 9.2 seconds (from 8.8)
Level 14	66200	10000	Scrambler cooldown: 25 seconds (was 30)	Sinestro Corps Batman Skin	—	—
Level 15	76300	10100	—	—	—	Pump-Action Shotgun
Level 16	86300	10000	—	—	Red Robin Skin	Loadout Slot 3
Level 17	99700	13400	Extra Explosive Gel use (three total)	Batman Incorporated Skin	—	—
Level 18	113100	13400	—	—	—	Battle Rifle
Level 19	126400	13300	—	—	Arkham Origins Robin Alt. Skin	Elite Enhanced Vision: 9.6 seconds (from 9.2)
Level 20	143200	16800	—	Cluster Batarang Upgrade 2	Bullet Shield Upgrade 2	—
Level 21	159900	16700	—	—	—	Heavy Sniper Rifle
Level 22	176600	16700	Smoke Pellet cooldown: 30 seconds	Animated Series Batman Skin	—	—
Level 23	196700	20100	—	—	Animated Series Robin Skin	Elite Dash: 10 seconds (from 7.5)
Level 24	216800	20100	—	Explosive Batarang Upgrade 2	Zip Kick Upgrade 2	—
Level 25	236800	20000	—	Arkham City Batman Skin	—	Loadout Slot 4
Level 26	263600	26800	Scrambler cooldown: 20 seconds	—	Arkham City Robin Skin	—
Level 27	290300	26700	—	—	—	Elite Enhanced Vision: 10 seconds (from 9.6)
Level 28	317100	26800	—	Cluster Batarang Upgrade 3	Bullet Shield Upgrade 3	—
Level 29	350600	33500	—	Batman The Dark Knight Skin	—	Loadout Slot 5
Level 30	384000	33400	—	Explosive Batarang Upgrade 3 + Batman Beyond Skin	Zip Kick Upgrade 3 + 1990s Tim Drake Skin	—

PRESTIGE

When you've maxed out your multiplayer level, it's time to Prestige! Earning a level of Prestige resets your online level back to the beginning and lets you gain XP toward level-ups all over again. As a reward for Prestiging, you'll earn the 'Blackest Night' costume variant!

>>GANG LEVEL AND GUN LEVEL





You can also earn XP toward increasing the level of the Joker gang and the Bane gang; while you'll always gain Overall XP, you'll only gain XP for a particular gang while you're playing on their side. And while playing as an Elite for either gang, you'll earn XP toward the gun level of whichever main firearm you're toting! Increasing gang level unlocks more gadgets and outfit customization options for that gang, whereas increasing gun level unlocks more aesthetic variants for each gun, along with performance upgrades. The level-by-level bonuses for Elites and guns are detailed later in this chapter.

HEROES





Batman and Robin control like Batman does in the Story Modes of the *Arkham* series. They can sprint indefinitely, sneak to lower their profiles, grapple up onto high footholds, evade roll to avoid gunfire and explosions, and duck into vent shafts and ducts. After leaping from high places, they can swoop and glide around the map. (Though Batman, with his superior cape, can dive, while Robin cannot.) They have, in sum, vastly better mobility than the Elites and Super-Villains they hunt. Batman and Robin also both possess Batman's Detective Vision, which provides almost total information about the map. The range is essentially infinite, Detective Vision never runs out of charge, and with Detective Vision activated, the Heroes can scan an entire map, ascertaining the locations and probable activities of all gang members. The Enhanced Vision that Elites can use is a faint echo of Detective Vision.

Batman and Robin share movement and combat capabilities (although, as mentioned, Robin cannot divebomb Elites like Batman can), along with some gadgets. They are differentiated by certain gadgets unique to each Hero. But the Elites have firearms, and strength in numbers. Don't attack Elites head-on, and don't be afraid to zip away if Elites see you. Enter situations that are to your advantage, and take what develops organically. The Invisible Predator rooms of Challenge Mode are good offline practice to get used to taking what comes your way, and not forcing the issue.

GADGETS SHARED BY BOTH HEROES

GADGET	DESCRIPTION	QUICK-FIRE COMMAND
Batarang/ Shuriken	Technically, these are different, but they're the same in application. The standard Hero projectile can be fired one or several at a time. Pegging an unsuspecting Elite from up above can knock them out briefly; tossing one directly at an Elite's front just briefly staggers them. These projectiles are also great for knocking UAVs and RC Airship Bombs out of the sky.	Tap LT/L2
Scrambler	The Scrambler can be manually placed on Control Points in Invisible Predator Online in order to neutralize control, or in Hunter, Hunted mode to force the next Control Point to become active. Using the Scrambler this way helps the Hero team control the flow of gang combat. The Scrambler can also be quick-fired (or fired contextually) when Elites are nearby; if they have Enhanced Vision active, their EV mode will be blown out and disabled for 30 seconds!	LT/L2 + B,◉, or contextual cue shows up when Elites activate Enhanced Vision nearby
Explosive Gel	Explosive Gel allows Heroes to set traps, particularly effective around Control Points. Explosive Gel can also be used offensively to take down dazed foes or Elites who are busy piloting UAVs/airships. Quick-fire once to set the explosive, and quick-fire again to detonate it. To set more than one Explosive Gel at a time, lay them down manually (when Overall level is high enough). Explosive Gel loses effectiveness if the enemy knows where it is; if they face the Gel as it detonates, they'll brace themselves and resist the bulk of the damage.	LT/L2 + ✕/■
Smoke Pellet	Select the Smoke Pellet manually, and throw it from up above to set up a distraction for Elites, who naturally start looking in the direction of the smoke. When you're under fire, a contextual cue allows you to deploy the Smoke Pellet, which creates cover for the Hero to escape or counterattack.	Contextual cue shows up when under fire





Both Heroes are capable of Silent Takedowns from many different positions. Elites will be down for the count if they step unsuspectingly in front of the ledge you're dangling from or under the overhang you're perched upon. But, critically, note that Heroes cannot perform Silent Takedowns on Elites who face the Heroes. If an Elite is wise to your location, you won't get your easy K.O. Relocate to another shadowy position and try again. Heroes can also initiate takedowns from inside floor grates to Elites passing above, from roof overhangs to Elites passing below, and from the side or behind any unaware Elite. Takedowns *cannot* be initiated if the Elite faces toward Batman or Robin—smart Elites may thwart your takedown attempts by peering at perches and grates as they pass by.

This is true during ground combat, too: face-up against an Elite, you can't initiate a takedown. Instead, if close enough, you'll have to try to knock them out with melee strikes. This is clumsy at best, and it leaves you totally open to assault from any of your enemy's nearby friends. If you can get close enough by running, rolling, or falling in from above, you can somewhat exploit the whole "they have to be facing you to avoid takedowns" thing by continually running or rolling toward the back of the Elite you're fighting, trying a different takedown each time. If they don't turn to keep up with you (or roll away), you'll score the takedown eventually. It's in your interest to be quiet, and go for Silent Takedowns whenever possible; using loud noises (like melee K.O.s, knockout smashes, glide kicks, and so on) causes a noice alert for other Elites in the area; Batman or Robin will be briefly marked as an enemy just by the noise they produce!



DEVELOPER TIP:

"An Elite's Enhanced Vision has a limited range and duration. Retreating when spotted can keep you from getting caught in a losing ground fight.

As a Hero, do not push your luck after failing an attempt at a surprise takedown. Make an escape, and find a new unsuspecting target. Dying can be a big setback for the Hero team, and it is rarely worth the risk going face to face with an Elite."





Quick-fire Explosive Gel can take out a dazed or distracted enemy just as well as a ground takedown.



You can also initiate Glide Kicks from perches above when there's a clear path to glide toward an Elite. Successfully hitting an Elite with a Glide Kick (or simply falling right onto or directly dive bombing an Elite) can knock him down for a moment, stunned. (You may also stun an enemy using a Batarang or Shuriken to the head.)

DEVELOPER TIP:

"Hero players can hold down RT/R2 while gliding to perform a dive. Use this technique while passing over Elites to knock them down."

While he's stunned, you can easily knock the Elite out with a ground takedown, provided none of his friends is doing something distracting, like shooting at you. To take slightly less time (and add some style), try quick-firing Explosive Gel right by the dazed Elite, then detonate it for the K.O. before you Grapnel back into scouting position. If you have the stunned Elite isolated, you can wait directly behind him as he struggles back to his feet and score an immediate standard takedown he can't avoid; if there's a floor grate nearby or a perch above, you can enter those positions just to start a takedown from them, too. This is important when maximizing the variety of your takedowns to build Intimidation most efficiently.

DEVELOPER TIP:

"Heroes aren't lethally armed like Elites are, but make up for it by having a wide selection of gadgets. Stay out of the line of fire, and use every tool at your disposal.

Throw Smoke Pellets to draw attention while you strike somewhere else or from a different angle.

Deploy your Scrambler on a Control Point, then place Explosive Gel nearby to take out Elites who don't watch their footing.

Waiting for the right moment can make the difference between getting shot in the back or taking down an Elite. Take your time and pick your targets. Elites are dangerous in groups but much more vulnerable when on their own."

The Dark Knight himself. You can't deal with close-range threats by countering everything like you can in single-player modes, but apart from that, the spirit of *Arkham* Batman is alive and well online. The feel is basically exactly as intended: you're playing Invisible Predator rooms, except against other people instead of against the A.I.



BATMAN'S GADGETS

GADGET	DESCRIPTION	QUICK-FIRE COMMAND
Cluster Batarang	This special Batarang must be manually selected and carefully aimed. Thrown at a group of Elites with a proper lock-on, it can knock them all out flat, making the whole gang briefly vulnerable! Tagging foes from above with this also makes a great distraction and paranoia-building tool, even if you don't follow up with a takedown attempt.	None
Explosive Batarang	Whether manually aimed or quick-fired, using this device deploys a Batarang that sticks in place wherever it lands, briefly giving warning with a red pulse and a beeping noise before exploding. The explosion isn't quite lethal force, but it's enough to knock out anyone caught in the blast. Because Explosive Batarangs have a warning period built-in, they're not great as direct assault weapons, but they ARE great to throw preemptively where you think enemies want to go soon, or to throw as intentional distractions or coaxing tools. (Like throwing an Explosive Batarang to the right of an Elite you're hoping goes left.)	LT/L2 + Y/△

Batman's unique gadgets drive home his ranged advantage: his ability to survey and influence the situation from afar. Cluster Batarangs are a beefier interference tool than regular Batarangs or Robin's Shuriken. And Explosive Batarangs can serve both as remotely set, timed traps and as noisy, distracting red herrings.





DEVELOPER TIP:

"Explosive Batarangs are good for more than just knockouts, especially when Elites know to avoid them. Throw one to influence their movements and set them up for surprise takedowns. Or throw an Explosive Batarang in the predicted trajectory of dashing Elites. With a well-timed throw, by the time your target reaches the Explosive Batarang, it will be too late to escape from its blast radius."

BATMAN-SPECIFIC GADGET UPGRADES

UPGRADE	HERO LEVEL	DESCRIPTION
Cluster Batarang Upgrade 1	Level 5	Lock-on increases to three enemies (from two).
Explosive Batarang Upgrade 1	Level 11	The explosive radius of the attack increases by 16%.
Cluster Batarang Upgrade 2	Level 20	Lock-on increases to four enemies (from three).
Explosive Batarang Upgrade 2	Level 24	The cooldown goes from 60s to 45s.
Cluster Batarang Upgrade 3	Level 28	Lock-on increases to five enemies (from four).
Explosive Batarang Upgrade 3	Level 30	The explosive radius of the attack increases another 16% (32% total above stock).

>>ROBIN

The Boy Wonder is as formidable a threat as Batman is against the Joker and Bane gangs. Whether Robin is around depends on the mode. Robin accompanies Batman on the Hero team during matches of Invisible Predator Online. However, Robin isn't present during Hunter, Hunted mode. Batman takes on the gangs alone there.



ROBIN'S GADGETS

GADGET	DESCRIPTION	QUICK-FIRE COMMAND
Bullet Shield	The Bullet Shield works as advertised: it allows limited protection against frontal gunfire. A Hero team with terrific coordination can use Robin's Bullet Shield as a distraction, creating easy takedowns for Batman. The Bullet Shield also lets Robin wait out a gang's fusillade from an expected direction, like a Control Point they're capturing; when the Elites reload, Robin is free to drop the shield and run in to Zip Kick or Slide Kick the preoccupied enemies. Enemies who wander close enough to the Bullet Shield can also be laid out flat with the Shield Bash move.	RT/R2 x2 (Shield Bash)
Zip Kick	Robin's multiplayer Zip Kick works sort of like Batman's single-player Batclaw, except in reverse: instead of pulling in the target, Robin zips toward it, dazing the victim with a flying kick. You'll still need to knock them out with a ground takedown or quick-fired Explosive Gel. This gadget lets Robin close the distance and take over the fight during surprise encounters, like in tight hallways or around blind corners. It also speeds up the process of catching up to an unaware Elite you're tailing on foot.	LT/L2 + Y/X





Robin's gadgets focus more on close- to mid-range combat, while Batman's unique toys are long-range focused. The Bullet Shield has obvious uses, allowing Robin to outlast an Elite's magazine when caught out in the open, with the added purpose of closing in on any foes. The Zip Kick gadget gives a big advantage to Robin against any single Elite within a certain distance; if you can score a Zip Kick hit immediately whenever you see an Elite nearby, they just won't have a chance to do anything about it.

DEVELOPER TIP:

"Robin's Bullet Shield is very useful for deflecting incoming fire, but watch out for flanking enemies. This gadget reduces Robin's movement speed and makes him extremely vulnerable from the back."

ROBIN-SPECIFIC GADGET UPGRADES

UPGRADE	HERO LEVEL	DESCRIPTION
Bullet Shield Upgrade 1	Level 5	Shield goes from 500HP to 750HP.
Zip Kick Upgrade 1	Level 11	Maximum range increases by 10%.
Bullet Shield Upgrade 2	Level 20	Shield goes from 15s cooldown to 10s cooldown when destroyed.
Zip Kick Upgrade 2	Level 24	Maximum range increases by another 10% (+20% total).
Bullet Shield Upgrade 3	Level 28	Shield goes from 750HP to 1000HP.
Zip Kick Upgrade 3	Level 30	Maximum range increases by another 10% (+30% total).

ELITES

Elites are the gang thugs working for the the Joker and Bane. Elite are also what you'll be playing as most of the time in online modes. There are minor differences between Elites in either gang, like the outfits they can wear and which gadgets they can use, but Elites are otherwise the same. Each Elite spawns with a primary firearm (your choice), a Zip Gun as backup, and a grenade. With enough gang XP earned, you'll also be able to take up to two gang-specific gadgets into battle.





A well-thrown (or lucky) grenade leads to easy kills. Three grenades can sometimes be restocked at once at a specified ammo crate. Beware, Heroes get notice of which ammo crate holds extra grenades before the Elites do, and may have set up traps!

Elites can be customized in appearance for both gangs. You can select many different body types, from short to tall and gaunt to rotund. It's important to note that all Elites have the same hittable area, although smaller Elites can be somewhat harder to spot in the dark environments. Customization isn't just aesthetic—certain unlockable wardrobe choices grant gameplay bonuses, some of which are very nice indeed



Elites can dash similarly to how Heroes and Super-Villains can sprint, but the difference is that it isn't indefinite. After a few seconds of sustained dashing, an Elite needs to walk for a few seconds. This forces a breather while stamina for dashing builds back up.

In addition to the guns, grenades, and gadgets Elites have available, you also have a melee swing, in case you need to get really personal. This should be a sort of last resort, though: Elites are nowhere near as nimble with melee as the Heroes are, and they're nowhere near as lethal as Bane or the Joker. Elites can also dodge by rolling, like the Heroes, and this proves to be one of the most useful moves in the Elite repertoire. Dodging can save you from takedowns and explosions. When in doubt, you can do a lot worse than dodging away from perceived trouble.

DEVELOPER TIP:

"A Hero cannot target an Elite mid-dodge. It is always safe to perform a dodge roll as soon as you suspect a Hero might be gliding or sliding toward you—Listen carefully to the noise made by Batman or Robin's cape when they are running or gliding.

Quickly vaulting over cover and down to the lower part of the level is often the safest and fastest way to avoid a dangerous situation (such as Bane coming for you)."



And then, of course, there's shooting. There are several guns to choose from as primary weapons. Elites can take cover, and they also can lean up to fire over the top of cover or from the side. Staying in cover also decreases the time needed to regenerate health and dash power, so this can be a literal breather. Interesting stalemates can develop between opposing Elites, since both sides can use Enhanced Vision during the firefight to see *exactly* where the other side is taking cover. Crafty use of gang gadgets, grenades, and unexpected behavior can make the difference in these scenarios. (Also, and probably not infrequently, a Hero usually comes along and takes one of the Elites out before the stalemate can be resolved, anyway.)

>>ENHANCED VISION



Enhanced Vision for Elites is activated and deactivated the same way as Detective Vision for Heroes. But Detective Vision can be left on indefinitely, whereas battery charge for Enhanced Vision depletes quickly while it's activated. Enhanced Vision energy recharges slowly over time while it's deactivated, at a rate of 3% recharged per second.



Activate Enhanced Vision to reveal enemy Elites and Heroes.

Since Enhanced Vision mode depletes quickly and recharges slowly, the best use is to activate it periodically so you can do a wide scan. In a second or two, you should turn all the way around and look up above and down below, too, so you can spot any Heroes prowling after you and see where enemy Elites are. Make a mental note of everything and get your bearings, then try to go the next 5-10 seconds without flicking EV back on (unless you're given a good immediate reason to, of course, like a Hero flitting by).

DEVELOPER TIP:

"Use Enhanced Vision sparingly to conserve battery power. Turn it on in short bursts to quickly scan the area without using too much of the battery. The last thing you want is to be targeted by a Hero while Enhanced Vision is fully discharged and temporarily disabled."



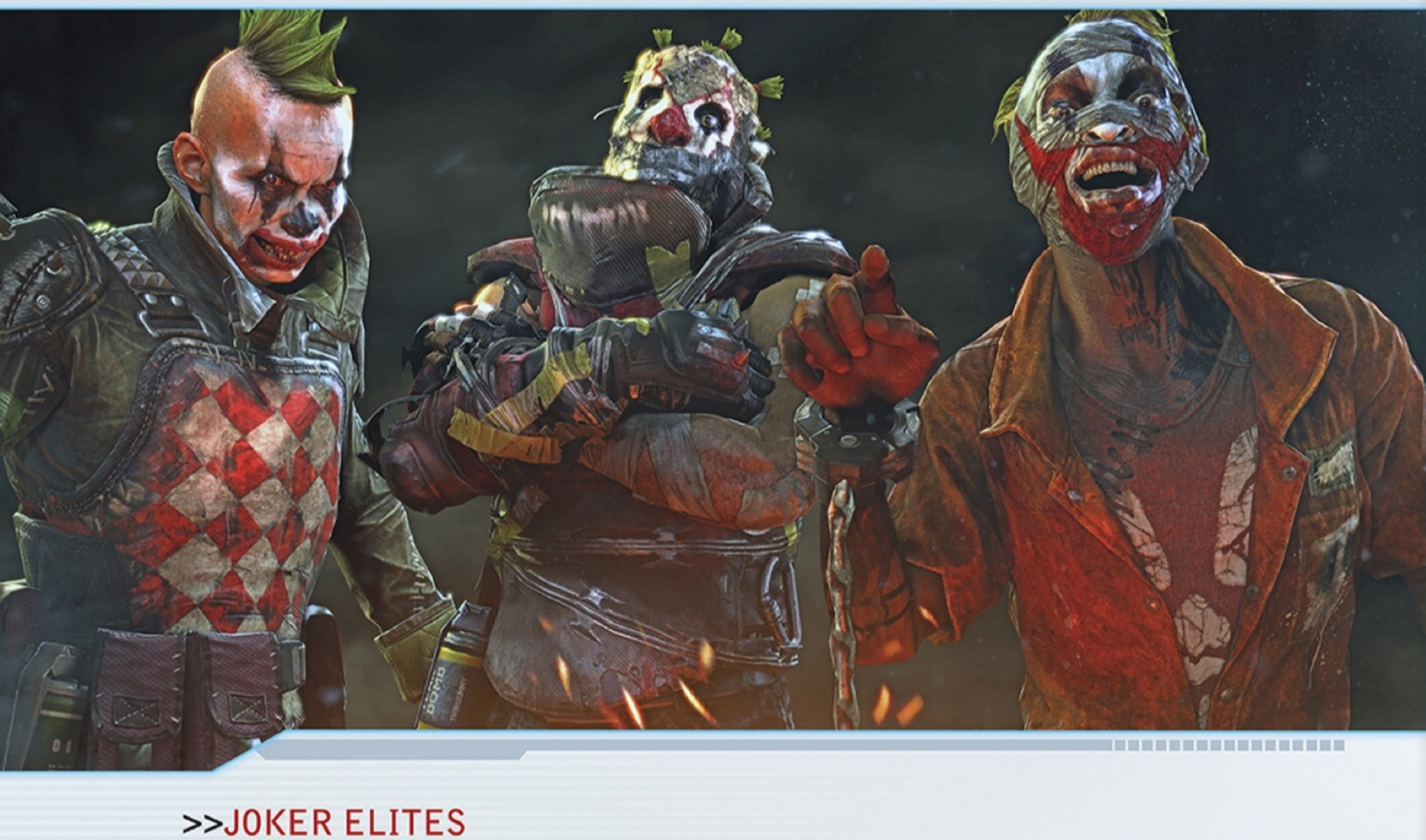
Where you look has importance beyond just what you see. Heroes can't execute takedowns when Elites are facing them, so when in doubt as you pass under a perch (for example), stare up at it and pass by quickly. Even if you don't catch anything, your gang Elite often make useful exclamations. The things your Elite and his teammates say aren't just idle chatter—pay attention to them and you'll catch warning of things you might have missed, like the briefest glimpse of a Hero or RC Airship Bomb. It's important to note that other players can see when an Elite has Enhanced Vision activated. For Heroes, this can actually be a cue to blow out the EV capability temporarily with a Scrambler.

If you deplete EV energy fully, all the way down to 0%, then Enhanced Vision becomes totally disabled until the battery *fully* recharges. You'll be without Enhanced Vision for 35 seconds, which in online multiplayer is basically an eternity. You're way better off even if you just stop Enhanced Vision at 1% rather than depleting it fully to 0%. It only takes 30 seconds to fully recharge from 1% rather than the 35 seconds it takes from 0%, and you can reactivate EV along the way if needed. You'll save yourself a lot of grief if you get in the habit of cutting off EV before it fully depletes and locks you out for over half a minute. Granted, the Heroes can use the Scrambler device to knock your Enhanced Vision out just the same (and with the same 35-second disabled period), but that's a whole different story.



While activated, Enhanced Vision displays enemy Elites within about 40 meters, and Batman and Robin within about 30 meters. Certain pieces of clothing "spoof" Enhanced Vision, making the wearer appear fainter to EV than they otherwise would. The functional distance of Enhanced Vision still doesn't cover even about a third of the distance across a given map (whereas Detective Vision's range is basically infinite), so this mode is hardly the all-seeing eye for Elites. Still, EV is a vital tool, especially given the superior maneuverability and trickery of the Heroes.

THE JOKER'S GANG



>>JOKER ELITES

The Joker and his gang members are a little more unhinged, a little more manic, a little less premeditated than Bane and his forces. In outfits, Joker Elites are most differentiated by an upper body piece that reduces visibility in Hero Detective Vision and Bane gang Enhanced Vision (though the latter may counteract somewhat by using lots of Tac Darts).

The Joker's gang's gadgets favor quick lethality and aggressive play. Dual Nailguns even somewhat favor rushing toward Bane, which is normally among the more suicidal possible propositions. The RC Airship Bomb can favor quick opportunistic deployment, like to break an around-the-corner stalemate, as much as it works for hanging back with (hopefully a partner's) Surprise, You're Dead droning the blimp around looking for victims. And not only is the Joker himself lethal at any range with his absurd pistols, but he also runs faster than other characters.

JOKER GANG PROGRESSION

JOKER GANG LEVEL	TOTAL XP FOR LEVEL	XP SINCE LAST LEVEL	UNLOCKS	BONUS ON UNLOCKED CLOTHING (IF APPLICABLE):
Level 1	—	—	—	—
Level 2	1000	1000	RC Airship Bomb v1	N/A
Level 3	2000	1000	Undershirt—Purple Longsleeve	Abilities cool down faster.
Level 4	3000	1000	Dual Wield Nailguns v1	N/A
Level 5	4500	1500	Upside Down Face Paint	N/A
Level 6	6000	1500	Surprise, You're Dead v1	N/A
Level 7	7500	1500	Undershirt—Red Longsleeve	Abilities cool down faster.
Level 8	9500	2000	RC Airship Bomb v2	N/A
Level 9	11500	2000	Head Gear—Red Spiral Egghead Mask	Take less damage from headshots.
Level 10	13500	2000	Dual Wield Nailguns v2	N/A
Level 11	16100	2600	Upper—Red Biker Jacket	Take less damage from grenades.
Level 12	18600	2500	Surprise, You're Dead v2	N/A
Level 13	21100	2500	Undershirt—Bandages	Abilities cool down faster.
Level 14	24800	3700	RC Airship Bomb v3	N/A
Level 15	28600	3800	Head Gear—Silent Stitched Mask	Take less damage from headshots.
Level 16	32400	3800	Dual Wield Nailguns v3	N/A
Level 17	37400	5000	Upper—Red Boiler Suit	Decreases visibility in the enemy's Enhanced Vision. (Bonus unique to Joker Elites!)
Level 18	42400	5000	Surprise, You're Dead v3	N/A
Level 19	47400	5000	Lower—Black Biker Pants	During evade roll, incoming damage is reduced.
Level 20	53700	6300	RC Airship Bomb v4	N/A
Level 21	60000	6300	Upper—Green Trench Coat	Take less damage from grenades.
Level 22	66200	6200	Dual Wield Nailguns v4	N/A
Level 23	73800	7600	Head Gear—Blue-Eye Pug Mask	Take less damage from headshots.
Level 24	81300	7500	Surprise, You're Dead v4	N/A
Level 25	88800	7500	Upper—Salvaged Barb Wire Vest	Take less damage from grenades.
Level 26	98800	10000	RC Airship Bomb v5	N/A
Level 27	108900	10100	Upper—Swirly Rain Coat	Take less damage from grenades.
Level 28	118900	10000	Dual Wield Nailguns v5	N/A
Level 29	131500	12600	Head Gear—Happy Plate Mask	Take less damage from headshots.
Level 30	144000	12500	Surprise, You're Dead v5	N/A

DUAL WIELD NAILGUNS





Like all Elite gadgets, you can assign the Nailguns to left or right on the D-Pad. Tap the assigned direction, and your Joker Elite temporarily puts away his normal firearm and draws Nailguns akimbo. Dual Nailguns deal tremendous damage at very close range, but they are useless outside of several meters. Nailguns have to be reloaded when the magazines are expended, but overall, Nailgun ammo is unlimited while the gadget remains active.

Joker Elites can't take cover while wielding Nailguns. This weapon is an aggressive tool meant for rushing enemies up close, not sitting back and taking potshots. The high damage and high rate of fire make this the perfect weapon for going toe-to-toe with Bane himself.

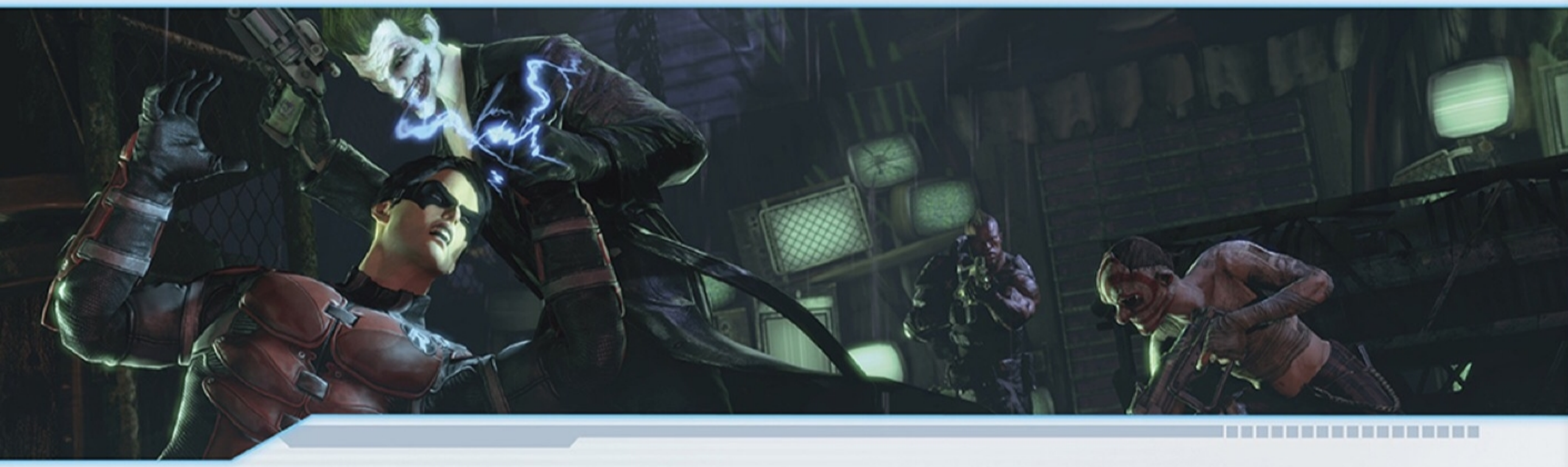
DEVELOPER TIP:

"Worried about Bane? Roll out with some Nailguns. Fill him with holes before he makes one with you!"



The close-range dominance makes Nailguns appealing to pull out when capturing a Control Point, and the infinite ammo makes them appealing when conserving ammo for your main firearm.

DUAL WIELD NAILGUNS	JOKER GANG LEVEL	DESCRIPTION	COOLDOWN	NAILGUN-WIELDING DURATION	RECOIL	MOVING SPREAD	RELOAD SPEED
v1	Level 4	This variant has the shortest cooldown duration.	**Low**	Short	High	High	Slow
v2	Level 10	This variant has significantly increased duration.	High	**Long**	High	High	Slow
v3	Level 16	This variant has significantly reduced recoil.	High	Short	**Low**	High	Slow
v4	Level 22	This variant does not have any spread penalty for movement.	High	Short	High	**Low**	Slow
v5	Level 28	This variant can be reloaded significantly more quickly.	High	Short	High	High	**Fast**



RC AIRSHIP BOMB





Tap the D-Pad direction to which you've assigned the RC Airship Bomb in order to deploy the device and start piloting it. Your view switches to the perspective of the little blimp itself while you're piloting.

The little flying bomb is quite nimble, perhaps much more than you'd expect. You can maneuver the bomb itself with default controls or more traditional inverted flight controls (change this in Options if desired). Air braking allows you to almost totally halt forward momentum, which is great when taking a tight turn, or if you'd like to let a few seconds pass just to see if any potential targets cross your field of view. If the proper target presents itself, you can make the blimp jet forward to catch them. You can also detonate RC Airship Bombs manually if desired, but they'll detonate on contact if flown into something (or someone). It is important to note that Airships have a laser dot that appears on screen, similar to the Remote Batarang. Other players are able to see this dot and attempt to avoid the attack.





RC Airships are quick enough to toss on exploratory missions around corners, or to chase down escaping Heroes.

DEVELOPER TIP:

"Booby-trap yourself with the Surprise, You're Dead for added protection when using the airship. Don't worry about blowing yourself up: we can always make more."

DEVELOPER TIP:

"You cannot be hurt from a teammate's SYD. Operating RC Airship Bombs near friendly SYD toy boxes grants added safety from melee and close-range attacks."

A Joker Elite is a sitting duck while piloting the flying bomb, as opposing Elites can just fire away, and Heroes can just saunter up and score a totally uncontested takedown. You can use the Surprise, You're Dead (or SYD) gadget to provide a little cover for RC Airship Bomb pilots. Stand directly on top of an armed SYD while piloting, and any Hero who attempts to take you down will be blown up. You'll be blown up, too, with your side losing a Reinforcement—unless you use an ally's SYD for cover!

RC AIRSHIP BOMB	JOKER GANG LEVEL	DESCRIPTION	COOLDOWN	DAMAGE	AREA OF EFFECT	TIME FLYING (SECONDS)	STUN EFFECT
v1	Level 2	This variant has the shortest cooldown duration.	**75%**	100%	100%	45s	No
v2	Level 8	With this variant, the Frag explosion radius is smaller but causes more damage.	100%	**200%**	60%	45s	No
v3	Level 14	With this variant, the Frag explosion has a wider effective radius.	100%	100%	**160%**	45s	No
v4	Level 20	This variant can be flown longer before it automatically self-destructs.	100%	100%	100%	**60s**	No
v5	Level 26	With this variant, the Frag explosion damages enemies over a larger area while also stunning them, at the cost of lowered damage.	100%	50%	**240%**	**60s**	Yes

SURPRISE, YOU'RE DEAD!









This toy box is essentially a proximity mine. Set the Surprise, You're Dead, and a grenade ejects from the top and explodes if an enemy gets too close. Like all forms of proximity mines since time immemorial, several potential uses for SYD are obvious. Place them just off to the side, as inconspicuously as possible, in high-traffic areas. Or use them as traps against foes trying to be sneaky, like by placing an SYD along a backdoor route to a Control Point your team owns.

Depending on the version you select, the SYD can also become basically a proximity flashbang, which deals no damage but temporarily blinds victims.

DEVELOPER TIP:

"The SYD is best used hidden behind a corner or concealed on a key Control Point.

DEVELOPER TIP:

Never deploy an SYD (Surprise, You're Dead) while under fire from enemy Elites. If a bullet hits the device, you will explode with it."

SURPRISE, YOU'RE DEAD LEVEL	JOKER GANG LEVEL	DESCRIPTION	COOLDOWN	DAMAGE	FLASH EFFECT	AREA OF EFFECT
v1	Level 6	This variant has the shortest cooldown duration.	**66%**	100%	No	100%
v2	Level 12	This variant does more damage but has a smaller explosive radius.	100%	**250%**	No	66%
v3	Level 18	This variant does no actual damage but temporarily blinds enemies.	100%	0%	**Yes (long fade)**	100%
v4	Level 24	This variant blinds enemies for a shorter duration than with v3, but it affects a much larger area.	100%	0%	**Yes (short fade)**	**300%**
v5	Level 30	This variant has the largest radius for explosive damage.	100%	100%	No	**200%**

>>THE JOKER

Batman's most classic antagonist, the crazed man obsessed with proving that Batman is no saner, comes equipped with two special-purpose pistols.

THE ACE OF SPADES





The Ace of Spades, the Joker's main revolver, is an almost assured one-hit kill when on target. And not only that, but the bullets can pierce objects and ricochet off walls. A single hit can conceivably score several kills. The lag between shots is fairly long, though, thanks to the recoil.

DEVELOPER TIP:

"The Ace of Spades can one-shot all enemies but takes a long time to reload, so don't underestimate how useful launching five grenades in rapid succession with the King of Hearts can be."

THE KING OF HEARTS





The Joker's alternate pistol, the King of Hearts, is basically a miniature rocket pod. The revolver drum is loaded with fast explosive rounds, and one trigger squeeze launches all of them at once. The King of Hearts can be a virtually guaranteed kill if you fire the rounds on-target, but you must reload between each salvo. (Alternately, you can unload a revolver's worth of rockets, then switch to the Ace of Spades, swapping back to reload the King of Hearts during lulls.)



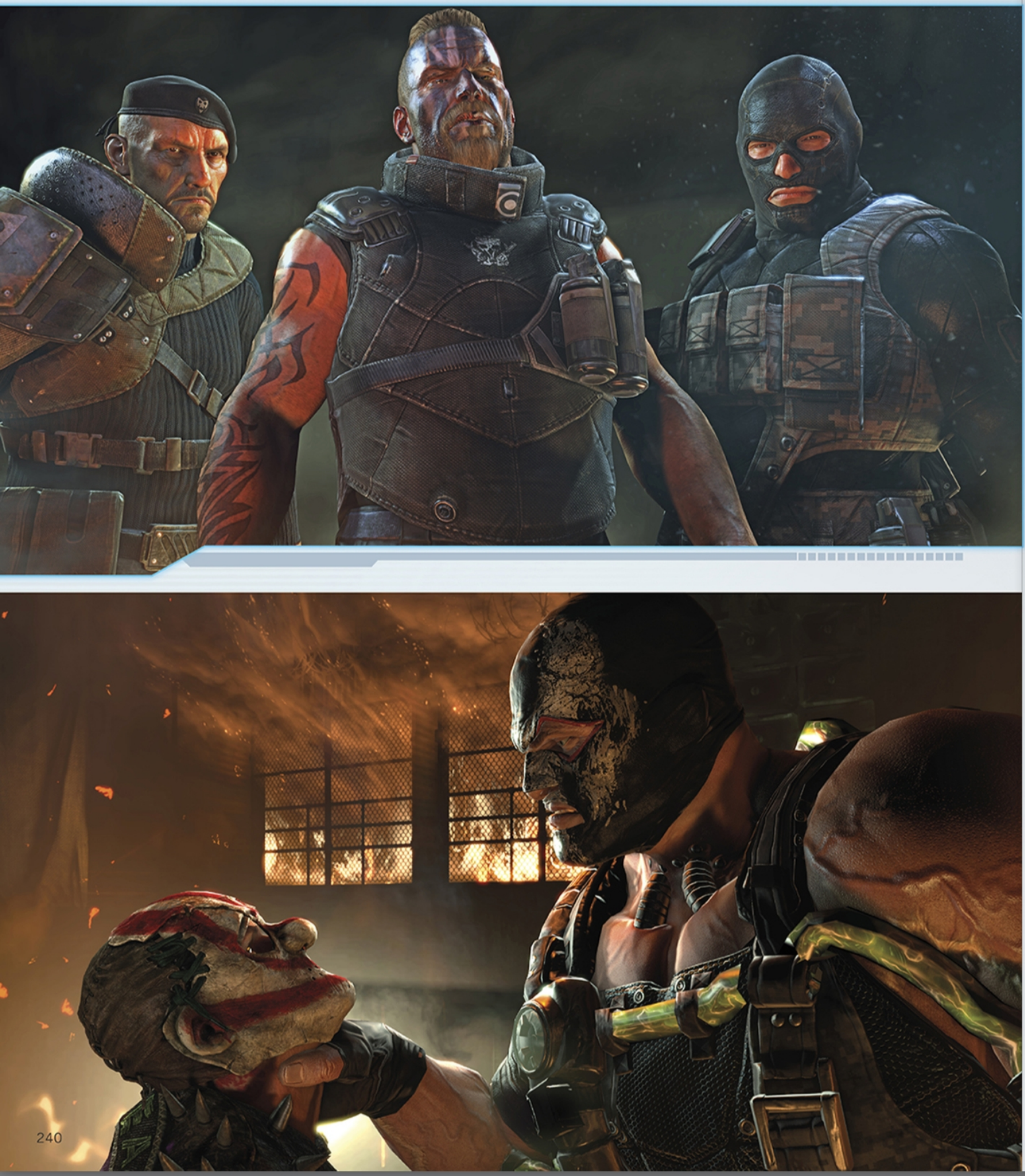
The Joker's melee attack is a lethal joy buzzer handshake. Joker can't take cover, and he doesn't have a way to spot Heroes besides regular old eyesight. He does run and dodge faster than Elites do, however, and he can sprint indefinitely.



DEVELOPER TIP:

"While Super-Villains cannot see the Heroes, they always see the location of enemy Elites. Communicate with your teammates to inform them of enemy locations, and make sure that they are protecting you from Heroes."

BANE'S GANG



>>BANE ELITES

Bane's approach is more methodical and measured than the Joker's. This is reflected in his armaments and crew.

Tactical Darts allow Bane Elite and Bane alike to track enemies and Heroes without the need for Enhanced Vision. UAV drones allow airborne scouting, paired with attack capability anywhere on the map. And the Ultrasonic Pulse device can break close-range stalemates and melee encounters up like nothing else can. Bane Elites have access to a pair of pants that grants quicker recharge of stamina for dashing.

BANE GANG LEVEL	TOTAL XP FOR LEVEL	XP SINCE LAST LEVEL	UNLOCKS	BONUS ON UNLOCKED CLOTHING (IF APPLICABLE)
Level 1	—	—	—	—
Level 2	1000	1000	UAV v1	N/A
Level 3	2000	1000	Undershirt—Pain Vest	Abilities cool down faster.
Level 4	3000	1000	Tactical Dart v1	N/A
Level 5	4500	1500	Tiger Stripe Face Paint	Dash recovery rate is increased. (Bonus unique to Bane Elites!)
Level 6	6000	1500	Ultrasonic Pulse v1	N/A
Level 7	7500	1500	Undershirt—Skull Vest	Abilities cool down faster.
Level 8	9500	2000	UAV v2	N/A
Level 9	11500	2000	Head Gear—Black Goggles	N/A
Level 10	13500	2000	Tactical Dart v2	N/A
Level 11	16100	2600	Upper—Black Tactical Vest	Take less damage from grenades.
Level 12	18600	2500	Ultrasonic Pulse v2	N/A
Level 13	21100	2500	Undershirt—Stealth	Abilities cool down faster.
Level 14	24800	3700	UAV v3	N/A
Level 15	28600	3800	Head Gear—Black Balaclava	Take less damage from headshots.
Level 16	32400	3800	Tactical Dart v3	N/A
Level 17	37400	5000	Upper—Desert Combat Webbing	Take less damage from grenades.
Level 18	42400	5000	Ultrasonic Pulse v3	N/A
Level 19	47400	5000	Lower—Black Dreadnaught Pants	N/A
Level 20	53700	6300	UAV v4	N/A
Level 21	60000	6300	Upper—Olive Dreadnaught	Take less damage from grenades.
Level 22	66200	6200	Tactical Dart v4	N/A
Level 23	73800	7600	Head Gear—Black Face Mask	Take less damage from headshots.
Level 24	81300	7500	Ultrasonic Pulse v4	N/A
Level 25	88800	7500	Upper—Olive Sharpshooter	Take less damage from grenades.
Level 26	98800	10000	UAV v5	N/A
Level 27	108900	10100	Upper—Olive Tech Elite	Take less damage from grenades.
Level 28	118900	10000	Tactical Dart v5	N/A
Level 29	131500	12600	Head Gear—Black Skull Helmet	Take less damage from headshots.
Level 30	144000	12500	Ultrasonic Pulse v5	N/A

TACTICAL DART







Tactical Darts are fired from a small crossbow mechanism. After firing a Tac Dart, there's a cooldown before you can use the device again. A launched Tactical Dart sticks into whatever surface it touches before arming itself. An armed Tac Dart is indicated by a blinking blue light. At this point, the Tac Dart detonates if any hostiles approach it. The hostile who tripped the Tac Dart is briefly stunned, and they are "marked" for every member of the Bane gang for a few seconds. Tactical Darts are even better in Hunter, Hunted mode than in Invisible Predator Online; with only one life to live, whomever is marked with the Tac Dart will basically be forced into hiding for the duration of the effect!

DEVELOPER TIP:

"The Tactical Dart can be used as a last resort to save your life. The stun effect can give you a couple added seconds to take them out."

Tactical Darts can be useful as mock proximity mines, like when capturing a Control Point. Deployed Tac Darts don't kill like the Surprise, You're Dead toy box of the Joker gang, but since they do briefly stun their victim, it can amount to the same thing. Gun down anyone briefly blinded by the Tac Dart before they recover. Bane Elites can use the Tac Darts as self-defense while piloting the UAV, sort of like how Joker Elites can set traps on themselves with SYD toy boxes while flying the RC Airship Bomb.

DEVELOPER TIP:

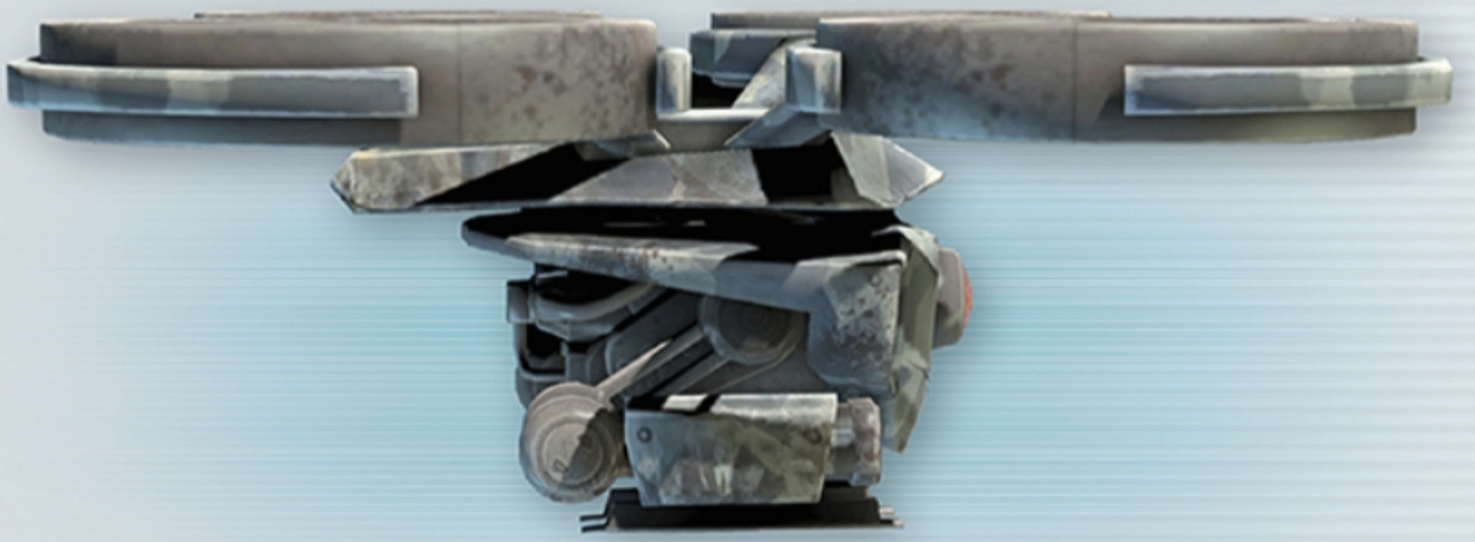
"Placing a Tactical Dart close by before deploying a UAV could save you from Heroes trying to take you down while you are busy piloting."

The marking feature might be even more important. Effective use of Tactical Darts to keep foes marked, especially Heroes, greatly reduces the Bane gang's reliance on Enhanced Vision. It also counteracts the "spoofing" outfit choices available to the Joker's gang, which allows them to show up more faintly in Enhanced Vision mode.

If you deploy a Tac Dart with one already set up, the first dart simply disappears. (Unless you're using the Tac Dart version that allows for two darts at once, which certainly has a lot to recommend it.)

TACTICAL DART	BANE GANG LEVEL	DESCRIPTION	COOLDOWN	TIME TARGET TAGGED	NUMBER OF DARTS	AREA OF EFFECT	STUN TIME
v1	Level 4	This variant has the shortest cooldown duration.	**50%**	100%	1	100%	100%
v2	Level 10	This variant has an electro-magnetic signature that lasts considerably longer.	100%	**200%**	1	100%	100%
v3	Level 16	This variant allows two darts to be active at a time.	100%	100%	**2**	100%	100%
v4	Level 22	This variant has double the effective radius.	100%	100%	1	**200%**	100%
v5	Level 28	This variant stuns an enemy for considerably longer when triggered.	100%	100%	1	100%	**175%**

UAV







This Unmanned Aerial Vehicle is available only to Bane Elites. As with the Joker gang's RC Airship Bomb, you're a sitting duck while piloting this, even though you can protect yourself somewhat with a Tactical Dart. This hovering drone's altitude can be increased or decreased with the shoulder bumpers. The unit is much more maneuverable than an RC Airship Bomb, and it won't explode if you happen to brush something in the environment.

The on-board weaponry consists of a dumb-fire rocket launcher that requires a second of targeting before a missile is fired. Hold the right trigger, and what begins as a diffuse beam like a flashlight's will focus to a laser-like point just before the rocket is launched. UAV rockets themselves travel somewhat slowly. (The highest-level UAV version unlocked addresses exactly this design shortcoming.) Still, the UAV gives the Bane gang a nimble airborne platform with which to bombard both the Joker gang below and the Heroes up above. The UAV is, in fact, the *only* tool the Bane gang has for chasing Heroes up into the passages and perches only Batman and Robin can access.

DEVELOPER TIP:

"UAVs are highly maneuverable and incredibly powerful. Launch one at the start of a match and use it to take out your enemies before they can get to you.

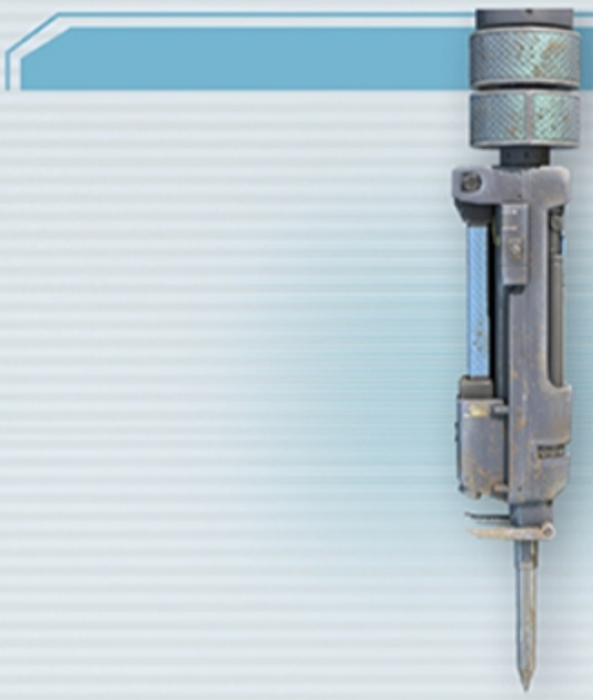
DEVELOPER TIP:

If you are going to use your UAV, don't put yourself out in the middle of nowhere. You're to blame if you do when you get shot or grabbed by the Bat."

A deployed UAV lasts until the gadget's timer expires, the UAV pilot himself is interrupted somehow, or the UAV is damaged. The UAV is not sturdy at all, and it can be easily shot down with well-placed firearm shots, Batman's Batarang, and Robin's Shuriken. To minimize this disadvantage, flit back and forth over different quadrants of the map, only exposing the UAV long enough to laze a target and fire a shot in vulnerable airspace. And note that the Joker by himself, for all his power, probably has the hardest time dealing with UAVs—both of his pistols have long lag periods in between missed shots, so a pilot who moves the UAV quickly and erratically above the Joker may have a field day peppering the opposing Super-Villain with rockets.

UAV	BANE GANG LEVEL	DESCRIPTION	COOLDOWN	DELAY BETWEEN ROCKETS	SHOOTING TIME	BLAST RADIUS (METERS)	ROCKET SPEED
v1	Level 2	This variant has the shortest cooldown duration.	**75%**	100%	100%	In: 2m / Out: 5m	100%
v2	Level 8	This variant has a faster rocket firing sequence.	100%	**50%**	100%	In: 2m / Out: 5m	100%
v3	Level 14	This variant has a faster range-finder for firing its rockets.	100%	100%	**50%**	In: 2m / Out: 5m	100%
v4	Level 20	This variant's rockets have the largest explosive splash damage radius.	100%	100%	100%	**In: 3m / Out: 8m**	100%
v5	Level 26	This variant fires rockets that travel faster than with other UAV versions.	100%	100%	100%	In: 2m / Out: 5m	**120%**

ULTRASONIC PULSE





The Ultrasonic Pulse is an area-of-effect crowd control weapon. When you initiate this attack, the Bane Elite plants the device in the ground before him and activates it. The USP device requires a moment to gather energy before discharging, which it does violently in an expanding sphere that deals heavy damage.



The USP pulse's range isn't extreme, but it's still very useful in situations where nothing else quite works. You might see an enemy just on the other side of a wall or barrier using Enhanced Vision; you might be involved in a stalemate shootout with Elites taking cover only a few meters away; you might realize one of the Heroes is hiding in a ventilation shaft just underneath or above you. In any of these situations, the USP provides a lethal and safe option where all alternatives are risky.

DEVELOPER TIP:

"Use the Ultrasonic Pulse to kill Heroes hiding in grates or Elites behind cover without exposing yourself to danger."

Foes caught in the energy blast are both hurt and stunned. If they survive the pulse, finish them off quickly with a few shots from your gun (or a grenade) if you have a safe chance to do so.

ULTRA-SONIC PULSE	BANE GANG LEVEL	DESCRIPTION	COOLDOWN	WARM-UP TIME	AREA OF EFFECT	STUN TIME	DAMAGE
v1	Level 6	This variant has the shortest cooldown duration.	**50%**	100%	100%	100%	100%
v2	Level 12	This variant requires the shortest charge time.	100%	**50%**	100%	100%	100%
v3	Level 18	This variant generates a larger shock wave.	100%	100%	**150%**	100%	100%
v4	Level 24	This variant's shock wave stuns enemies for longer than with other USP versions.	100%	100%	100%	**167%**	100%
v5	Level 30	This variant's shock wave deals the most damage.	100%	100%	100%	100%	**200%**

>>BANE

Bane can take more direct punishment than anyone else. This extra cushioning allows you to plow forward with Bane to use his sickening, lethal melee attacks.



DEVELOPER TIP:

"Keep moving when you're out in the field. You may be able to take a lot of damage, but it's still harder to hit a moving target."



You can initiate grapple attacks on Heroes, too, with unique backbreaking results.



DEVELOPER TIP:

"Bane can pick up Elites and throw them at other players. There's nothing quite like killing your enemies by hurling them at each other."

Bane can smash the ground before him, with lethal results at the point of impact and a stunning shockwave flooring enemies nearby. Up close, you can initiate brutal grappling attacks. Grab an enemy Elite near a wall, and Bane smashes them headfirst into it, with predictable results. If no wall is nearby, Bane does something even more spectacular: he throws the victim like a ragged football in the direction you choose. This is noteworthy because it's actually possible to score two kills at once this way. Pick up one enemy Elite, and then hurl him into another!



Bane isn't just a gigantic, bone-snapping grappler. He also has a rocket launcher! There's quite a cooldown between rockets, so pick your places, and treat the rocket launcher as a supplemental attack rather than the main course. Bane's still most deadly when directly in the thick of it, holding his enemies aloft like wishbones.



ROCKET LAUNCHER



GUNS

Elites have many guns to choose from. The more XP you earn toward Overall level, the more guns you'll be able to access. Every Elite carries a Zip Gun around all the time, so you'll have that sidearm available even if you run out of ammo for your main weapon.





When you fire any gun, the recoil from firing drags the gun's muzzle upward. If you continue firing, the gun's muzzle keeps moving upward, while the spread of the expected hit pattern grows wider and wider. You can compensate for the upward drag of recoil under continuous fire by aiming slightly down during continuous fire. With the correct downward tilt, you can compensate for recoil. You can't compensate for spread while firing continuously, though—after only three or four shots in a row, most weapons become totally inaccurate outside of point-blank range. Up close, this doesn't matter, of course: fire away. But with any real distance between you and the target, you'll want to stop firing for a moment every handful of shots, which allows the gun's jogging barrel to zero back in on the center of the reticle.



You can restock ammo magazines for your main weapon at ammo crates, which are scattered throughout each map. Note that merely visiting an ammo crate doesn't automatically replenish any bullets missing from your gun's current magazine; you'll still have to reload manually after using an ammo crate to restock.

GUN DAMAGE

HIT REGION ON BODY	DAMAGE MODIFIER
Head	1.5
Torso/Trunk (including arms)	1.0
Legs	0.75

GUN LEVELS AND UNLOCKS

GUN LEVEL	XP TOTAL	XP SINCE LAST LEVEL	SUBMACHINE GUN (OVERALL LV1)	AUTOMATIC SHOTGUN (OVERALL LV3)	ASSAULT RIFLE (OVERALL LV6)	MARKSMAN RIFLE (OVERALL LV9)	MACHINE PISTOL (OVERALL LV12)	PUMP-ACTION SHOTGUN (OVERALL LV15)	BATTLE RIFLE (OVERALL LV18)	HEAVY SNIPER RIFLE (OVERALL LV21)	LIGHT MACHINE GUN (DLC)	SAWN-OFF SHOTGUN (DLC)
1	—	—	Default	Default	Default	Default	Default	Default	Default	Default	Default	Default
2	1000	1000	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter	Paint-Splatter
3	2500	1500	**Extra Mag**	**Faster Reload**	**Recoil Down**	**Reduced Sway**	**Extra Mag**	**Faster Reload**	**Recoil Down**	**Reduced Sway**	**Recoil Down**	**Faster Reload**
4	5000	2500	GCPD	GCPD	GCPD	GCPD	GCPD	GCPD	GCPD	GCPD	GCPD	GCPD
5	8750	3750	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory	Gold & Ivory
6	13750	5000	**Faster ROF**	**Recoil Down**	**Spread Recovery +**	**Recoil Down**	**Faster ROF**	**Recoil Down**	**Spread Recovery +**	**Recoil Down**	**Spread Recovery +**	**Pellets/Shot up**
7	19375	5625	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold	Camo & Gold
8	26250	6875	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved	Ornate Engraved
9	35000	8750	**- Spread While Moving**	**Faster ROF**	**Increased Ammo**	**Reduced Sway**	**- Spread While Moving**	**Faster ROF**	**Increased Ammo**	**Sway down more**	**Extended Mag**	**Fast Equip/ Dequip**

>>ZIP GUN (SIDEARM)

The Zip Gun is every Elite's rigged sidearm. It's surely no Ace of Spades, but it'll do in a pinch.





The Zip Gun is semi-automatic, surprisingly accurate, and filled with infinite ammo. Individual shots are weak, however, and the magazine only holds 10 rounds, so of all the guns, it ends up dealing by far the least damage per magazine. Still, this weapon has several sensible uses. It can be quite useful to take potshots at distant enemies without wasting ammo. If you get caught needing to reload your main weapon in a hopeless spot, like just as an enemy Elite is coming for you, swapping to the trusty Zip Gun lets you get back to shooting faster than reloading your main gun. And if you're out of ammo, the Zip Gun will be all you've got.



>>SUBMACHINE GUN

The Submachine Gun is a good compromise between rate of fire, accuracy, recoil, and damage.

Default



Paint-Splatter



GCPD



Gold & Ivory



Camo & Gold



Ornate Engraved



The initial main weapon is a useful but unremarkable compact automatic. Although the Submachine Gun fires full-auto, the recoil isn't too severe, so the gun barrel climbing upward isn't as pronounced as with other automatics. The spread under sustained fire is atrocious, so the weapon is totally inaccurate outside of close range after two or three straight shots. So, stick to dual or triple round bursts unless the target is in your face.

>>AUTOMATIC SHOTGUN

The Automatic Shotgun has a fast reload but deals less damage per blast, has a lot of spread, and suffers from excessive recoil if fired too quickly.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold



GCPD



Ornate Engraved

This is the first shotgun to which you'll gain access. Using shotguns well requires a different philosophy than using assault or battle rifles. Shotguns deal tremendous damage with on-target close-range shots, but they're ineffective far away. And, with the lag in between follow-up shots, you'll pay a heavy price for missing. Focus on taking quick routes that get you close to enemies before you open fire, and make your shots count! Do these things, and enemy Elites will be terrified to see you round the corner or step into their Control Point.

>>ASSAULT RIFLE

The Assault Rifle has a high rate of fire, but it deals relatively little damage per hit, and recoil is severe if the trigger is held continuously. Only use long bursts at very close range.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold



GCPD



Ornate Engraved

The Assault Rifle is a longer-ranged automatic option than the Submachine Gun available from the start. The weapon's spread is slightly less severe, but the recoil is worse. The gun's barrel climbs upward after just a few shots, so be ready to readjust aim downward during extended gunfights. The spread pattern becomes unreliable after three or four shots in a row, so keep your bursts under that

>>MARKSMAN RIFLE

The semi-auto Marksman Rifle doesn't inflict much more damage than an Assault Rifle, but it has better range and is more accurate.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold



GCPD



Ornate Engraved

The Marksman Rifle is the entry-level tool of the aspiring sniper. When zoomed in, unlike with other guns, you'll actually look through the scope. This gives you much more actual zoom, which helps make the heads of Heroes and opposing Elites look like big, watermelon-like targets indeed, but it removes all peripheral vision. Batman and Robin could be standing on either side of you, all but tapping you on both shoulders, and you wouldn't have any idea if you're zoomed in, intent on sniping.

And, while other weapons can be hip-fired with relatively decent accuracy, the Marksman Rifle doesn't even display a non-zoomed reticle. You can still hip-fire the Marksman Rifle in a pinch, but (unless you, say, plop a bit of a sticky paper note where the reticle should be in the center of your TV) you won't have an indicator while doing so. Basically, you'll pay a price in close-range viability if you take up the Marksman Rifle to outclass distant Elites. But you can somewhat manage this disadvantage by treating the MR like a shotgun up close, hip-firing at the enemy's center of mass, and you can especially counteract the close-range deficiency by having your teammates take the fight forward and run interference while you hang back and pop heads. Gang-specific gadgets can also be helpful, allowing you to cover yourself somewhat with traps.

>>MACHINE PISTOL

The Machine Pistol deals relatively little damage per hit, has high recoil, and is not very accurate, but a high rate of fire makes up for this.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold



GCPD



Ornate Engraved

This is a sort of all-in sequel to the Submachine Gun. The Machine Pistol fires even more quickly and wildly, and it has a larger magazine to boot. At any range outside of a Control Point's dimensions, you'll probably be better off swapping to the Zip Gun to take aimed shots. But up close, you can't get a more lethal spray-and-pray weapon without equipping the Joker gang's Dual Nailguns.

>>PUMP-ACTION SHOTGUN

The Pump-Action Shotgun has a slower reload than the Automatic Shotgun but does more damage with less spread and not as much recoil.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold



GCPD



Ornate Engraved

Like the Automatic Shotgun, the Pump-Action Shotgun is intimidating because of its front-loaded damage. When someone gets the jump on you with a Submachine Gun or Machine Pistol or something, at least you'll have time to wheel around and scan for your assailant, or maybe even roll away and go on the counterattack. When someone gets the jump on you with a shotgun, you just stare at the respawn screen for a moment. Shotgunners with lizard-like reflexes can be particularly useful deterring Batman and Robin. The Heroes are so fast and have so many gadgets that it's fairly routine for them to dive into a couple of Elites, knocking one out and then zipping away before the other Elite has spotted the Hero and done any kind of real damage. But keep an eye out with a shottie, and you only need to get one good shot on target to turn a Hero into a zero.

>>BATTLE RIFLE

The Battle Rifle is a good compromise between rate of fire, accuracy, and damage. Recoil is severe: at any sort of distance, use short bursts.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold



GCPD



Ornate Engraved

The Battle Rifle is maybe the best compromise of all positive and negative weapon traits. It fires slower than the other automatic weapons, but with more accuracy and stability. With the Battle Rifle, you can burst-fire twice as many rounds in a row than any other automatic before you lose reliability: solid six-round bursts! The Battle Rifle does not have the up-close wood-chipper ferocity of the Machine Pistol, or the long-range strength of the Marksman Rifle or Heavy Sniper Rifle, but it's a happy marriage of extremes. It's an excellent all-around weapon.

>>HEAVY SNIPER RIFLE

The Heavy Sniper Rifle has a relatively slow reload and quite serious recoil, but it's accurate and deals heavy damage at long range.



Default



Gold & Ivory



Paint-Splatter



Camo & Gold

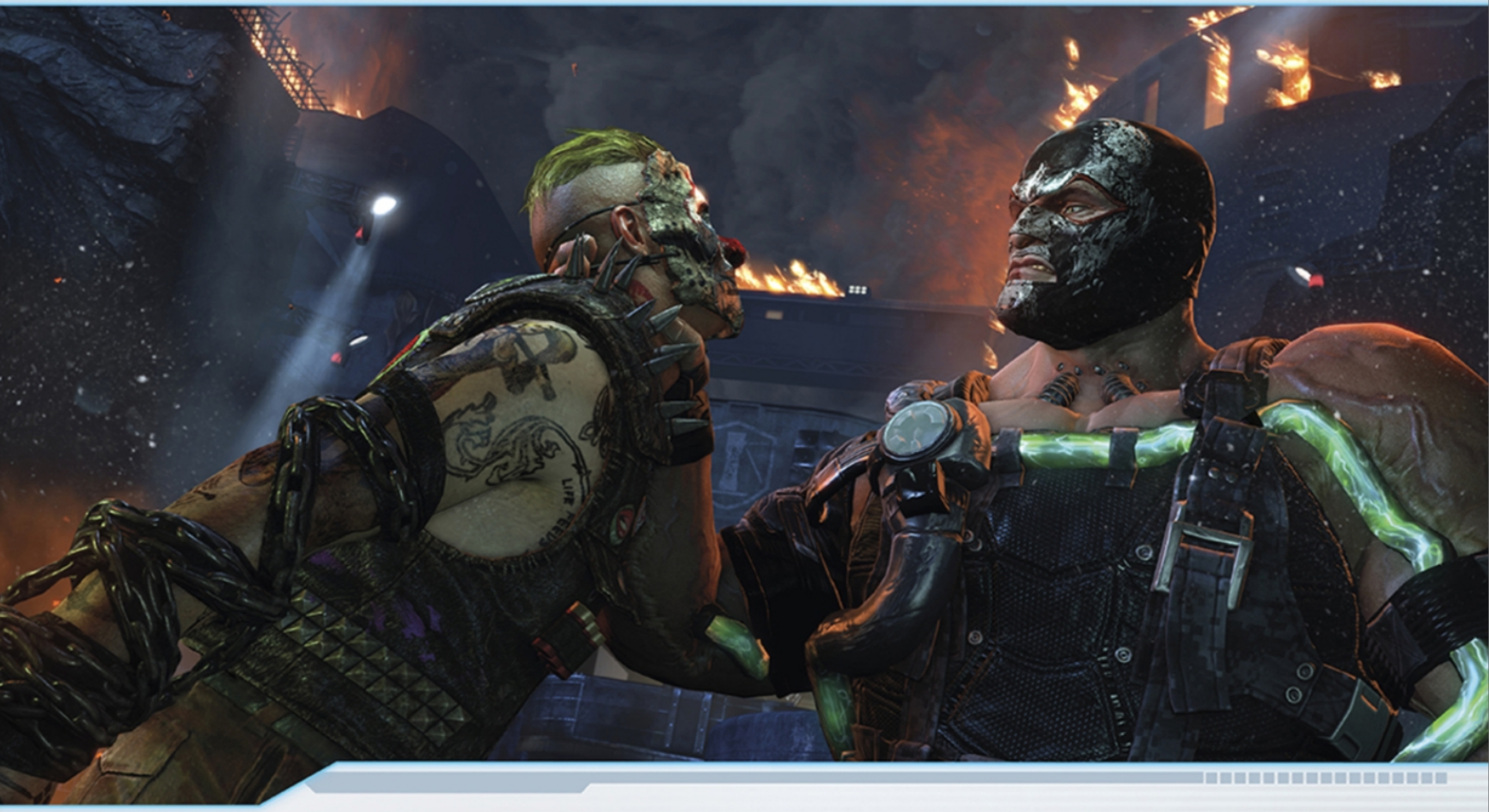


GCPD



Ornate Engraved

Like the Marksman Rifle, using the Heavy Sniper Rifle is putting all your gun-fighting eggs into the ranged basket. The Heavy Sniper Rifle can be hip-fired, and it's quite strong if you do indeed land a hit, but its clear strength is for shooting distant Elites and Heroes in the head. The Heavy Sniper Rifle is much more powerful than the Marksman Rifle, but note that the laser sight it uses is visible to other people. Your seeking laser sight may tip off enemies, and they'll scatter. As with the Marksman Rifle, you'll have no situational awareness around you while scoped. Cover yourself by communicating with teammates and by setting up Tactical Darts or a Surprise, You're Dead toy box.



MAPS

There are four different maps for online modes. Players can cast votes for the next map at the lobby screen, before the match countdown begins. The maps tend to be laid out relatively symmetrically (in overall layout if not in specific details and terrain features), but it's easy to differentiate between parts of the map (and to communicate locations easily with teammates) thanks to the distinctions between each Control Point. In matches of Invisible Predator Online, all Control Points are active, and thus indicated with onscreen icons immediately at the beginning of the match. In Hunter, Hunted mode, Control Point icons only appear when a Control Point is active and yet to be captured.

The Bane gang and the Joker gang will spawn on one side or the other at random, at the beginning of a match. This will usually just decide which team captures which Control Point right away. After the initial spawn, future spawns during the same match depend on the locations and fields-of-vision of all enemy combatants. The game attempts to respawn a fallen Elite somewhat near allies, somewhat far from any hostiles, and outside of the current view or Detective/ Enhanced Vision scanning of an enemy.





>>BLACKGATE PRISON

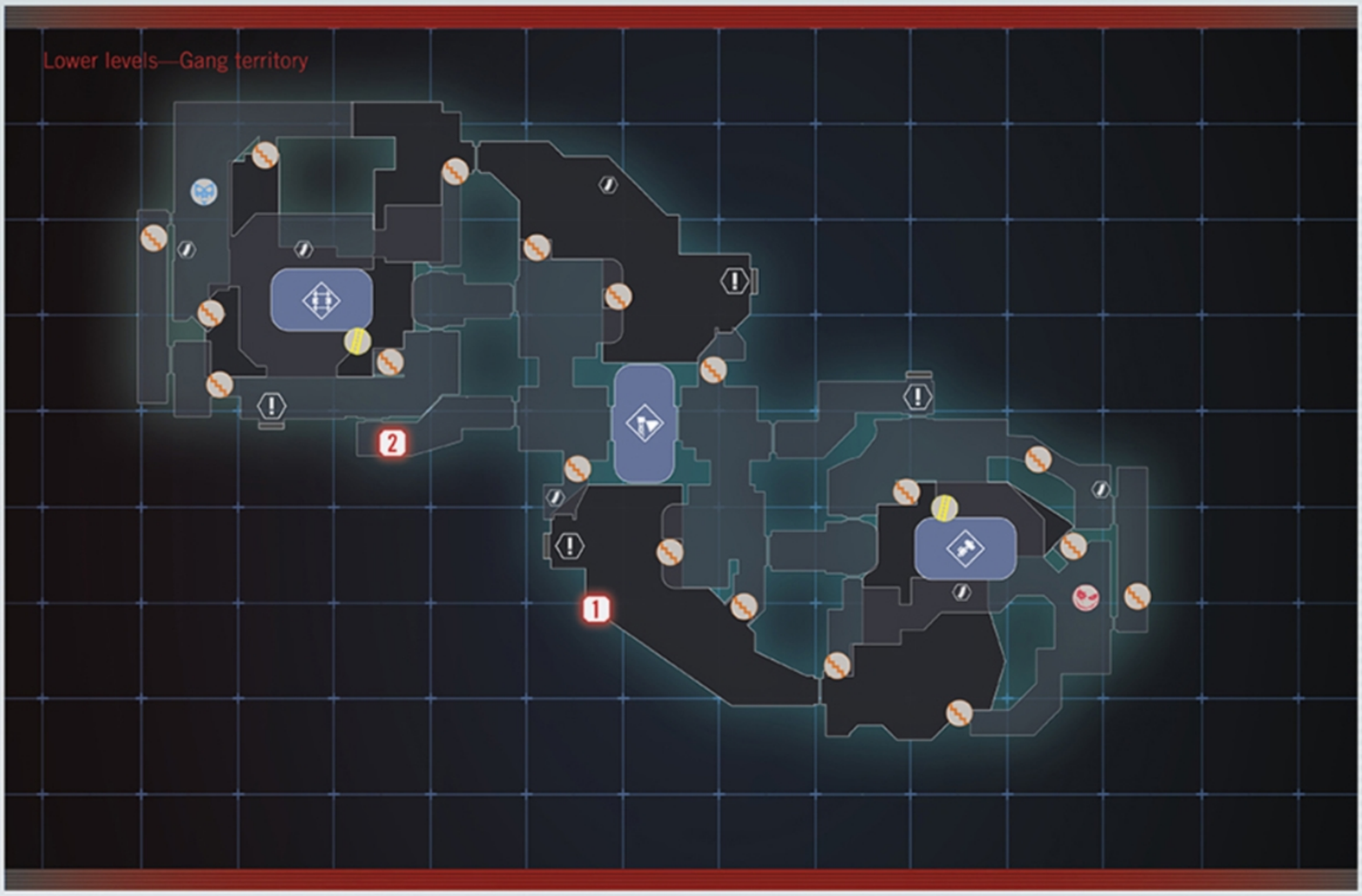




1 Lower Hero Level

2 Upper Hero Level

Hero perch



1 Lower Hero Level	Bane Gang spawn	Stairs	Super Villain door
2 Upper Hero Level	Joker Gang spawn	Ladder	Ammo

There's rioting in Blackgate Prison, and both Joker and Bane are hoping to turn the proceedings into a recruitment drive. The central area here is a courtyard open to the sky, while the wings are indoor environments. Frequent bottlenecking and gunfights occur along the stairs that join the courtyard to each wing.



Cell Block Control Point



Courtyard Control Point



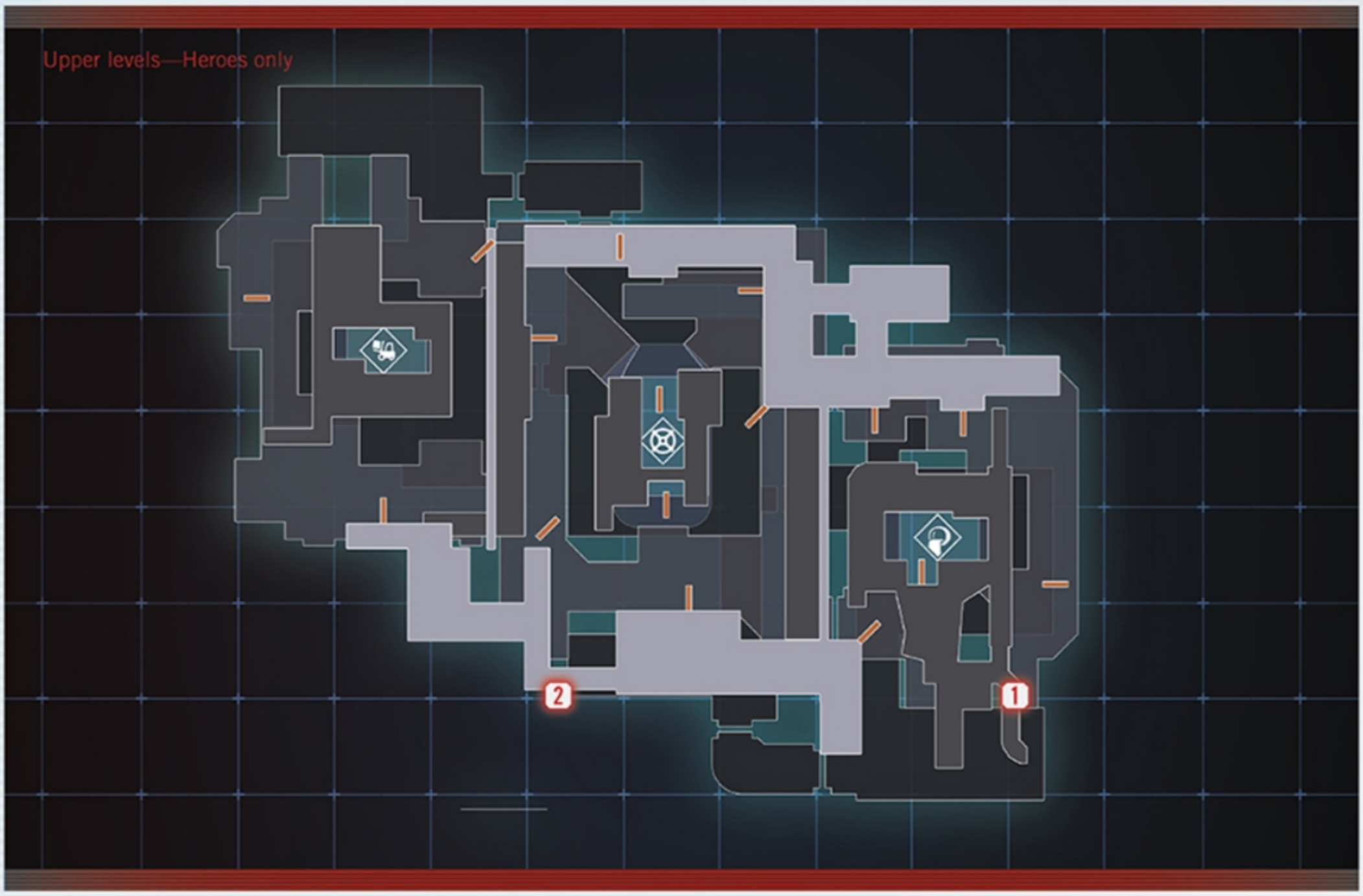
Hard Labor Control Point

DEVELOPER TIP:

"RC Airships and UAVs are a great way to take out Heroes who like to stick to the upper levels."

>>CHEMICAL PLANT





1 Lower Hero Level

2 Upper Hero Level

Hero perch



1 Lower Hero Level	Bane Gang spawn	Stairs	Super Villain door
2 Upper Hero Level	Joker Gang spawn	Ladder	Ammo

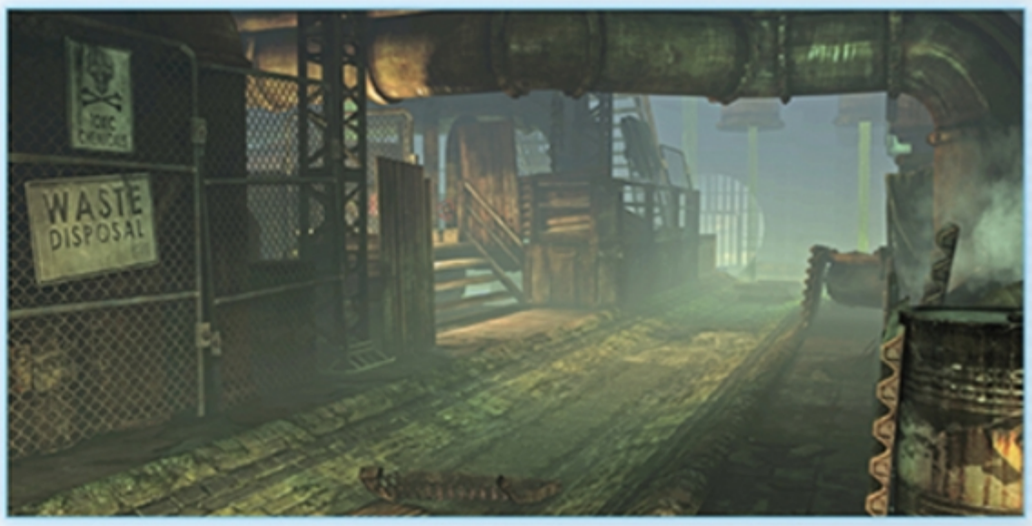
The Joker has been secretly synthesizing Venom in this empty factory, and now he's come to gather his yield. Bane, on the other hand, has come to steal it. Meanwhile, the Heroes are here to make sure no one gets the Venom at all. Tall Venom tanks stand above each Control Point, and there's ample room for the Heroes to lie in wait up above, biding their time for unsuspecting Elites to wander below. Taking the bottom floor here to move from Control Point to Control Point takes a little bit longer, but it greatly reduces the risk of falling prey to a patient vigilante.



Loading Bay Control Point



Central Control Point



To Waste Disposal Control Point

DEVELOPER TIP:

"Taking the low route is frequently overlooked—Heroes almost never go there, and you may get behind enemy Elites unopposed."

>>JOKER'S FUNHOUSE





1	Lower Hero Level	3	Upper Hero Level
2	Mid Hero Level		Hero perch



Bane Gang spawn
Joker Gang spawn
Stairs
Ladder
Super Villain door
Ammo

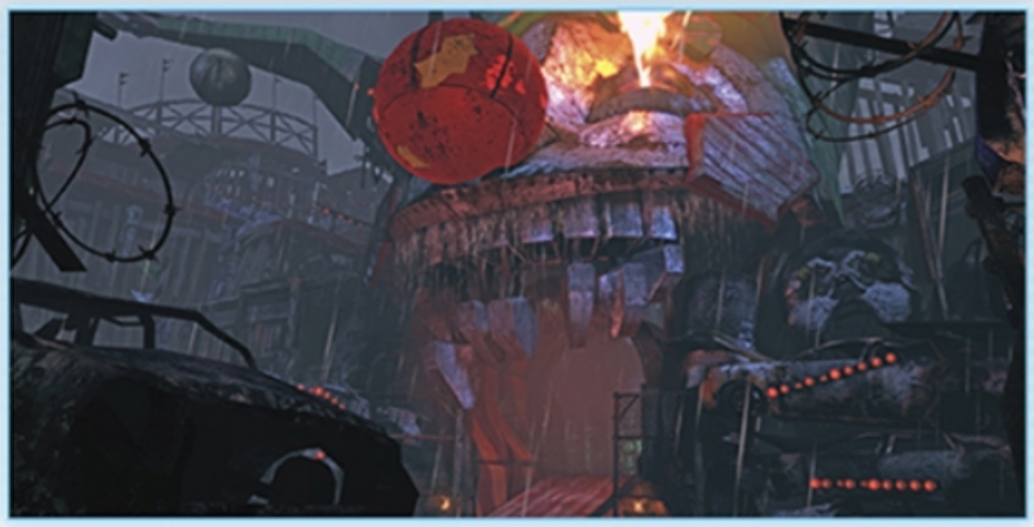
The Joker has taken an abandoned amusement park and turned it into a twisted horror show. This is the only map that doesn't have any real lower level, and there are no obstructions to keep the Heroes from zipping around the entire map in seconds, so Elites should always be wary of Heroes here. Of course, the clearest sky for Heroes also means the clearest sky for UAVs and RC Airship Bombs.



Sunshine Sights Control Point

DEVELOPER TIP:

"Watch where you're going! The Funhouse is full of twists and turns and Hero vantage points where you least expect them…"



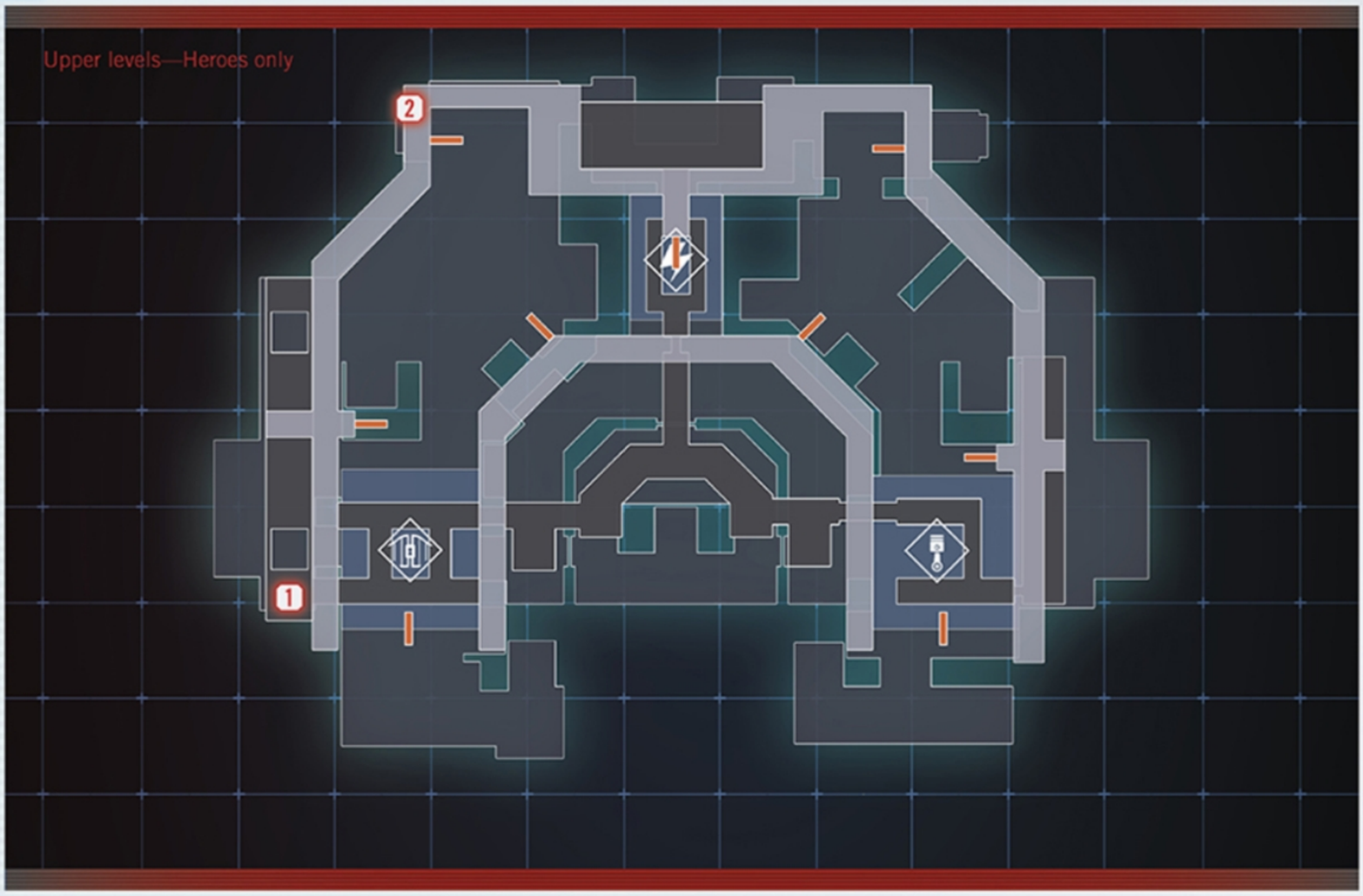
Jester Control Point



Gotham City Heights Control Point

>>ROBOT FACTORY





1 Lower Hero Level

2 Upper Hero Level

Hero perch



1 Lower Hero Level
2 Upper Hero Level
Bane Gang spawn
Joker Gang spawn
Stairs
Ladder
Super Villain door
Ammo

If either Bane or the Joker repaired the Robot Factory and used it to assemble totally disposable robot soldiers, Gotham City would be overwhelmed. That's what the Joker and Bane are banking on, anyway. Batman and Robin might have something to say about their plans. This level is the most symmetrical of all, with the Control Points almost equidistant from each other. From some vantages, it's actually possible to take cover at one Control Point while firing at Elites in a different one. The Heroes have virtually no reason to go downstairs here, so the Elites can feel secure traveling the underhalls in the factory. This map gives Heroes the least swooping room of any battleground, so they may have to find different approaches than elsewhere.


Power Control Point

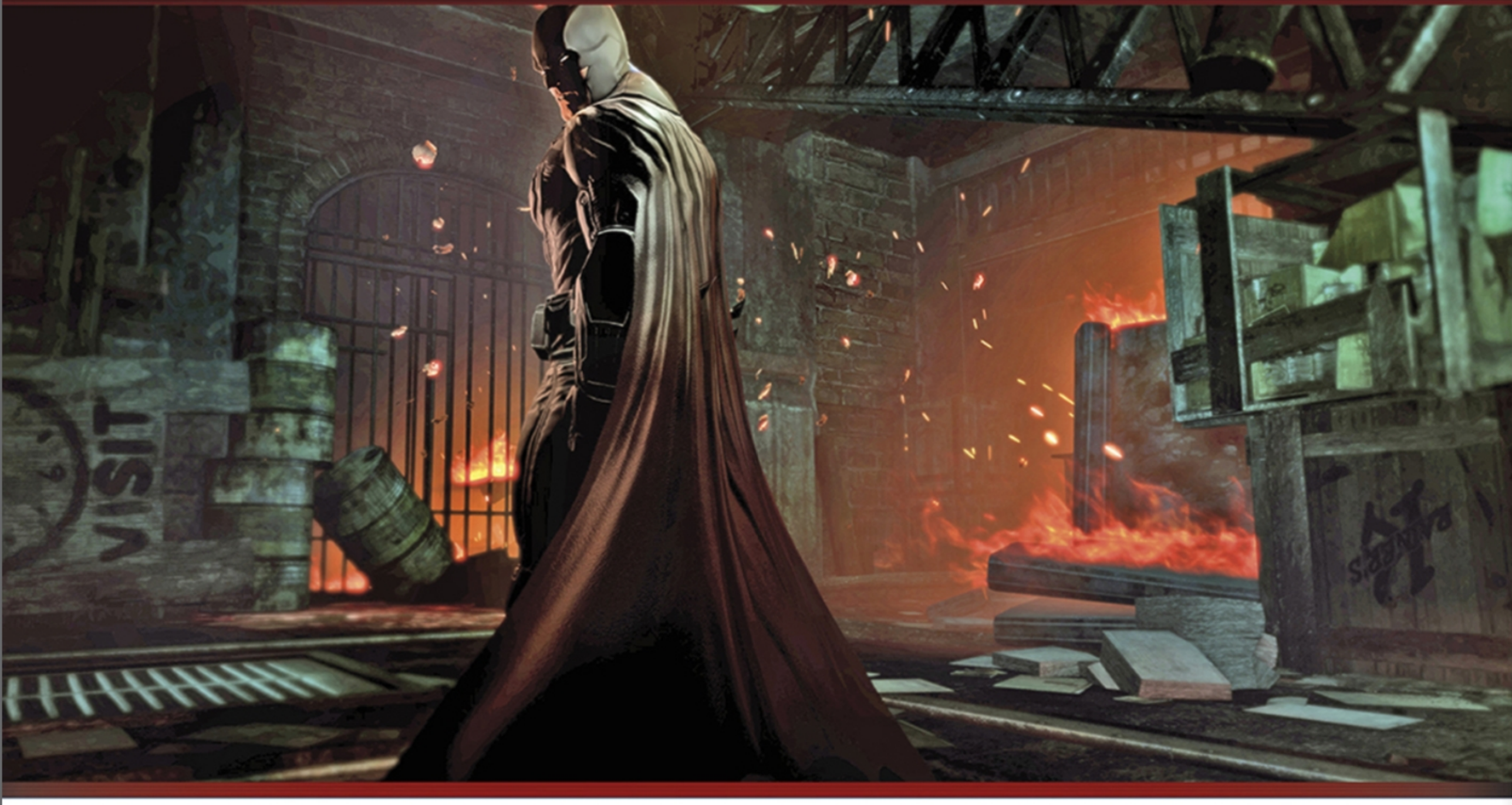

Gate Control Point


Piston Control Point

DEVELOPER TIP:

"Stick to the lower levels. Heroes rarely have any reason to go there, and it's easy to get across the map without being noticed."

ACHIEVEMENTS, TROPHIES, AND UNLOCKABLES



STORYLINE ACHIEVEMENTS

These Achievements and Trophies are earned naturally during the course of completing the game's story.

ICON	NAME	GAMERSCORE (XBOX 360)	TROPHY (PLAYSTATION 3)
	City of Assassins	10	Bronze
	One Eye Open	15	Bronze
	Nobody That Matters	15	Bronze

ICON	NAME	GAMERSCORE (XBOX 360)	TROPHY (PLAYSTATION 3)
	Everyone Wears Masks	15	Bronze
	One Rule	25	Bronze
	Perhaps Sooner Perhaps Later	30	Gold

STORY MODE COMPLETION AND CHALLENGE MODE ACHIEVEMENTS

Challenge Mode Combat rooms are a test of free flow mastery. In a nutshell, keep the combo going, and don't get hit. Those conditions are like prerequisites. If you're in a jam, a kind of failsafe is to evade/roll away from the cluster of foes, then quick-fire a Batarang or two back at everyone in the group. After that, go directly back into striking at the weakest point of the wall of foes or countering if one of them followed aggressively. Either way, you've vacated the middle without sacrificing the combo. Once you're comfortable, you can worry about maximizing points within a combo by varying your use of quick-fire gadgets and by mixing in Stun Beatdowns, ground pounds, and Blade Dodge Takedowns as much as possible.

Predator rooms, on the other hand, task you with clearing out rooms while completing certain requirements. Being spotted by foes doesn't disqualify you from completing the rooms with the medal checkboxes marked off, but Batman would probably be a little embarrassed about it. The Predator rooms of Challenge Mode are a good way to adjust before you hop into Invisible Predator Online, although humans piloting the controls definitely makes things a lot more interesting.

Many Achievements and Trophies are tied to gathering all of a particular collectible class or finishing all of a particular kind of side mission, and so on. These and other Achievements are covered thoroughly elsewhere in this guide, and most Achievements/Trophies are self-explanatory.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY (PLAYSTATION 3)
	Shut Down	Shut down an entire tower network	10	Bronze
	Counter-Intelligence	Decipher one Extortion File	10	Bronze
	Enigma Unraveled	Collect all Enigma items	15	Bronze
	First Riddler Trophy	Collect every collectible	30	Silver
	One Down, Several to Go	Complete a Most Wanted entry	10	Bronze
	The Innocent and the Predatory	Capture all of Black Mask's assassins	25	Silver
	Shadow Vigilante	Master the Shadow Vigilante Dark Knight track	15	Bronze
	Gotham City Protector	Master the Gotham City Protector Dark Knight track	15	Bronze
	Worst Nightmare	Master the Worst Nightmare Dark Knight track	15	Bronze
	World's Greatest Detective	Master the World's Greatest Detective Dark Knight track	15	Bronze
	Legend of the Dark Knight	Complete all Dark Knight Challenges	25	Silver
	Crime Scene Investigator	Complete all Casefiles	10	Bronze
	Crime Fighter	Stop 20 Crimes in Progress	10	Bronze
	Thanks, Old Friend	Hear everything Alfred has to say	10	Bronze
	Personal Trainer	Obtain all the medals on Combat Training maps	10	Bronze

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY (PLAYSTATION 3)
	Perfectionist	Obtain all the medals on Custom maps in Challenge Mode	20	Silver
	I've Got This	Acquire all upgrades	10	Bronze
	Free Flow Fifty	Reach a 50 combo. Throughout this guide, there are combat tips to help you clear this high bar. Challenge Mode provides endless fodder to help you hone your skills.	15	Bronze
	Anyone See That?	Complete a Predator Encounter without ever being spotted	10	Bronze
	What Hit Me?	Take down 100 enemies who didn't know you were there	15	Bronze
	Silent Knight	Complete a Predator Encounter using only Silent Takedowns	10	Bronze
	Point to Point	Glide across a bridge without touching ground. You can complete this over the Pioneer's Bridge by using Grapnel Accelerators on the lines that span across the road, but this requires slipping through an opening at each pillar. It is easier to glide along the side of the bridge using the poles that jut out from the pillars.	10	Bronze
	Around the World	Use the Batwing to travel to all fast travel points	10	Bronze
	Flawless Display	Successfully battle Shiva without taking any damage. This requires good awareness as you fight Shiva, along with her ninja and martial artists. Always be ready to counter the numerous attacks that come your way, and remember that you can evade to the outside if you feel overwhelmed.	10	Bronze
	Point Counter-Point	Defeat Deathstroke without failing a single counter. Enable Hints so that you can see the marks above the assassin's head, making it easier to react. When he jumps at Batman, carefully react and press the Counter button for each attack.	10	Bronze
	One of Each	Use every Free Flow Focus gadget in one combo. (Batarang, Batclaw, Explosive Gel, Glue Grenade, Concussion Detonator)	30	Bronze
	Air Marathon	Glide 26 miles total	10	Bronze
	Medalist	Obtain all medals on the original Ranked maps in Challenge Mode (as Batman)	40	Silver
	Olympian	Obtain all medals on the original Campaign maps in Challenge Mode (as Batman)	40	Silver
	Voice of the People	Scan 20 Anarky Tags	15	Bronze
	Clean Streets	Complete all Most Wanted missions	40	Silver
	Something to Believe In	Complete New Game Plus	50	Silver
	I am the Night	Finish I am the Night Mode	70	Gold

MULTIPLAYER ACHIEVEMENTS

The game's unique multiplayer mayhem is where one quarter of the Achievements and Trophies are found. Many are self-explanatory, as well, but additional advice is provided for the ones that require a deft touch.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY (PLAYSTATION 3)
	Predator Paragon	Take down six different Elites in a match, using six different methods as Batman or Robin in multiplayer. You'll have to mix it all up against every Elite in sight. Use Silent/Grate/Ground/Inverted Takedowns, Explosive Gel, Explosive Batarangs, and knockout combos. Remember, you are the night!	25	Bronze
	Killing Joke	Reach max level with the Joker gang in multiplayer	15	Bronze
	Fallen Knight	Reach max level with the Bane gang in multiplayer	15	Bronze
	Gotham City All-Star	Reach max Overall level in multiplayer	20	Bronze
	Clutch	Kill a Hero to bring back your entire gang when at 0 Reinforcements on a full multiplayer server. This can be an extreme saving throw in multiplayer matches. Knowing you must kill a Hero to save your team's chances can focus your attention, and Hero players may get overexcited at the prospect of preying on a lone Elite, so your quarry may come to you.	15	Bronze
	Tales of Gotham City	Win a round of each map with each faction in multiplayer	25	Bronze
	I Like Those Odds	As a Hero, defeat four Elites within 40 seconds without using melee in multiplayer. There are, of course, many possible paths to this. You could prey upon a heavily contested Control Point, opening with an Inverted Takedown against one of the combatants below, and following this by tossing an Explosive Batarang onto one side of the fringe, because why not? Now you're swooping down, quickly ducking into a floor grate in the Control Point, then emerging with a Grate Takedown on one Elite before a Silent Takedown on another, both distracted by the gunfighting. Here, you quick-fire Explosive Gel to lay down a remote mine (and maybe you throw a Smoke Pellet somewhere in here if any of the Elites noticed you), then you zip back away into the rafters, just into position to score another Inverted Takedown on a thug fighting below. And just as you drop him, an icon onscreen informs you that hostiles are standing on your Explosive Gel... and so on. This totally feasible example takes much less time than 40 seconds. Happy hunting.	25	Bronze
	Not an Ordinary Criminal	As an Elite, earn 4000 XP in a single multiplayer match. For starters, be on the winning team. While working toward the win, accumulate points however you can: kills, Control Point captures, Tac Dart tags, protecting the active Captain, and so on.	15	Bronze
	Arsenal, Awesome	Fully upgrade a weapon in multiplayer. A weapon is maxed out at level 9. Its performance is then fully upgraded, and every custom skin is available. You'll get there simply by using your favorite guns repeatedly, and it's easy to focus on since both gangs can use the same firearms.	20	Bronze
	Legend	Earn a Level of Prestige in multiplayer	50	Bronze
	Know Thy Enemy	Defeat each of the enemy players at least once in a multiplayer match. Spread the love here. You'll probably get this incidentally, eventually, but the same kind of advice applies as for "I Like Those Odds." Learn to exploit Elite habits, Hero gadgets, and elevated terrain to stay alive and score advantaged takedowns. The Heroes are powerful and that goes without explaining. But the Elites aren't slouches, either. Every Elite spawns with a grenade and gun, along with other tools that allow players to score easy kills whether or not they're skilled at aiming a firearm, too.	25	Bronze

CHARACTER PROFILES

As you play through the Story Mode, Character Profiles become available in the Mission Interface. These give you extra information and bios for each character. Eleven of them also have Audio Tapes that unlock as you progress through the story and Most Wanted. **The unlock conditions for the profiles include spoilers for the story. Wait until you've completed the game to look in here to see what you're missing.**

CHARACTER	HOW TO UNLOCK	# OF AUDIO TAPES
Bruce Wayne	Start of Story Mode	—
Batman	Start of Story Mode	—
Alfred	Start of Story Mode	—
Black Mask	Start of Blackgate Prison	—
Commissioner Loeb	Talk to Warden Joseph at start of Blackgate Prison	3
Warden Joseph	Talk to Warden Joseph at start of Blackgate Prison	2
Vicky Vale	Meet her at Blackgate Prison	—
Calendar Man	Calendar Man is released in execution chamber	—
Killer Croc	After viewing assassin video	—
Electrocutioner	After viewing assassin video	—
Deadshot	After viewing assassin video	—
Deathstroke	After viewing assassin video	—
Shiva	After viewing assassin video	2
Copperhead	After viewing assassin video	—
Firefly	After viewing assassin video	—
Bane	After viewing assassin video	1
Enigma	Hack first GCR Comms Tower	—
Alberto Falcone	Talk with Falcone bodyguard on Final Offer	3
The Penguin	Cameo in first fight on Final Offer	3
Candy	After argument with Tracey in the security room	—
Tracey	Complete the Fight Club on Final Offer	—
Anarky	After Anarky projection on deck of Final Offer	2
James Gordon	Gordon gives speech outside his office at GCPD	1
Barbara Gordon	Argument with Captain Gordon in his office	—
Ricky "Loose Lips" Leblanc	See him again at GCPD	—
Branden	After speech to the SWAT members	2
Mad Hatter	Complete Mad Hatter Most Wanted	—
The Joker	The Joker reveal at Merchant's Bank	2
Harvey Bullock	Talk with Gordon at the start of Pioneer's Bridge	—
Bird	Complete Bird Most Wanted	—
Harleen Quinzel	Enter the room inside the prison nexus where she is held hostage	—
Cyrus Pinkney	Scan first Cyrus Pinkney Plaque	8



CHARACTER TROPHIES

Character Trophies are trinkets you collect by completing certain events. View them by selecting Character Trophies from the Extras menu.
The unlock conditions include spoilers for the story. Wait until you've completed the game to look in here to see what you're missing.

CHARACTER	HOW TO UNLOCK
Batman	Start of game
Deathstroke	Defeat Deathstroke
The Penguin	After interrogating the Penguin on Final Offer
Ricky "Loose Lips" Leblanc	After seeing him at GCPD for the second time
Alberto Falcone	Talk with Falcone bodyguard on Final Offer
Black Mask	Free him from the Joker at the Steel Mill
Tiffany Ambrose	Solve Lacey Tower Casefile
Barbara Gordon	Meet Barbara Gordon
Captain James Gordon	Face off with Captain Gordon
Bane	Start of first Bane fight
Venom Bane	Defeat Venom Bane
TN-1 Bane	Defeat TN-1 Bane
Harvey Bullock	Capture Firefly
Copperhead	Defeat Copperhead
Firefly	Defeat Firefly
Deadshot	Complete Deadshot Most Wanted
Harleen Quinzel	After saving her in Blackgate

CHARACTER	HOW TO UNLOCK
Branden	After punching him out on Pioneer's Bridge
Electrocutioner	After facing Electrocutioner in the Final Offer Fight Club
Alfred	Earn first Alfred Wisdom Bonus by talking to him in Batcave
Tracy	After locking Tracey in the Final Offer's security room
Candy	After the Penguin projection following Deathstroke fight
Bank Manager	After she dies in Gotham City Merchant's Bank
Roman Sionis	After completing the Black Mask Most Wanted
The Joker	After the Joker reveal in the bank
The Red Hood	After the Joker and Harleen Quinzel scene at Blackgate Prison
Anarky	Complete Anarky Most Wanted
Killer Croc	Defeat Killer Croc
Shiva	Complete Shiva Most Wanted
Bruce Wayne	In Bane headquarters after discovering Bane knows Batman's identity
Bird	Complete Bird Most Wanted
Mercenary	Enter Bane's field headquarters
Mobster	Take out thug in first visit to Blackgate with Explosive Gel on weak wall
The Penguin Gang Member	After completing the Penguin Most Wanted
Gotham City Criminals	After Jezebel Plaza fight
Venom User	Scan body in the morgue
GCPD Officer	Complete GCPD section of Story Mode
Swat Officer	Enter GCPD during Story Mode
The Penguin's Enforcer	Defeat the Enforcer on the Final Offer
Black Mask's Armored Enforcer	Defeat the Armored Enforcer in Steel Mill
Martial Artist	Defeat the two Martial Artists at the end of the sewers
Mad Hatter	Complete Mad Hatter Most Wanted
Commissioner Loeb	Unlock Loeb's Profile
Warden Joseph	After Gordon rescues Warden Joseph during second visit to Blackgate Prison
Robin	Play a multiplayer match
Enigma	Complete Enigma Most Wanted (alternately, when Alfred finds his identity)
Worst Nightmare Batman	Complete I am the Night
Batman One Million	Achieve the Dark Knight title by completing all of the Challenges

CONCEPT ART

Environment and Character Concept Art becomes available for viewing as you complete the following conditions. View them by selecting Concept Art from the Extras menu. **The unlock conditions include spoilers for the story. Wait until you've completed the game to look in here to see what you're missing.**

CONCEPT ART	HOW TO UNLOCK
Killer Croc Concept	Defeat Killer Croc
Deadshot Concept	Complete Deadshot Most Wanted
My Alibi—Lounge	Complete Bird Most Wanted
Shiva Concept	Complete Shiva Most Wanted
Anarky Concept	Complete Anarky Most Wanted
Mad Hatter Concept	Complete Mad Hatter Most Wanted
Royal—Cards Corridor	Complete Enigma Most Wanted
Final Offer—Boiler Deck	Complete the Penguin Most Wanted
Steel Mill—Poisoned	Complete Black Mask Most Wanted
Blackgate—Exterior—Riot	Get all medals in combo multiplier basics training
Blackgate—Interior—Trail of Destruction	Get all medals in counter basics training
Bane—HQ	Complete Intensive Training Combat Challenge
Blackgate—Execution Chamber	Get all medals in Beatdown training
Deathstroke Concept	Complete Protect and Serve Predator Challenge
Final Offer—Cargo	Complete 25 to Life Combat Challenge
Blackgate—Nexus	Get all medals in tactics against SWAT training
GCPD—Basement	Complete Siege Campaign
Final Offer—Corridor	Complete Overflow Combat Challenge
Blackgate—Tower	Get all medals in tactics against martial artists training
Gotham City Merchant's Bank	Get all medals in Easy Money Predator Challenge
Coventry Tower—Crime Scene	Get all medals in tactics against Armored Enforcer training
Royal—Lounge	Complete Checking Out Predator Challenge
Royal—Banner	Get all medals in mastering Shock Gloves training
Royal—Rollercoaster	Complete Legacy Campaign
Royal—Cold Corridor	Complete Panorama Combat Challenge
Royal—TVs	Complete Cowardly and Superstitious Campaign
Royal—Penthouse	Complete Quiet Waters Predator Challenge
Royal—Shooting Range	Get all medals in training tactics against the Venom User
Royal—The Joker Playground	Complete Darkest Night Campaign
Firefly Concept	Complete Wrecking Crew Predator Challenge
The Joker Nightmare	Get all medals in mastering Stun Baton enemy training
Royal—Slay Ride	Complete Death Sentence Combat Challenge
The Joker Nightmare—Red Hood	Get all medals in Hard Time Predator Challenge
The Joker—Comedy Club	Get all medals in Hard Time (Extreme) Predator Challenge

CONCEPT ART	HOW TO UNLOCK
Blackgate—Panopticon Bridge	Complete Panopticon Combat Challenge
Blackgate—Chapel Door	Complete Destroyer Campaign
Blackgate—Exterior—Storm	Get all medals in large group tactics training
Batcomputer	Get all medals in weapon tactics training
Batcave—Isometric	Get all medals in combo multiplier tactics training
Coventry Tower—Interior	Complete first Extortion File by collecting a set of DataPacks
Final Offer—Flooding	Complete second Extortion File by collecting a set of DataPacks
Final Offer—Barracks	Complete third Extortion File by collecting a set of DataPacks
Final Offer—Casino	Complete fourth Extortion File by collecting a set of DataPacks
Final Offer—Theatre—Floor Level	Complete fifth Extortion File by collecting a set of DataPacks
Final Offer—Theatre—Bird's Eye	Complete sixth Extortion File by collecting a set of DataPacks
Final Offer—Dressing Room	Complete seventh Extortion File by collecting a set of DataPacks
Final Offer—The Penguin's Office	Complete eighth Extortion File by collecting a set of DataPacks
Final Offer—The Penguin's Bunker	Complete ninth Extortion File by collecting a set of DataPacks
Final Offer—Bar	Complete 10th Extortion File by collecting a set of DataPacks
Final Offer—Theatre—High	Complete 11th Extortion File by collecting a set of DataPacks
Royal—Reindeer	Complete 12th Extortion File by collecting a set of DataPacks
Royal—Playground Welcome	Complete 13th Extortion File by collecting a set of DataPacks
Royal—Candy Cane Couch	Complete 14th Extortion File by collecting a set of DataPacks
Royal—Balloons	Complete 15th Extortion File by collecting a set of DataPacks
Bridge—Control Room	Complete 16th Extortion File by collecting a set of DataPacks
Final Offer—Theatre Entrance	Complete 17th Extortion File by collecting a set of DataPacks
Royal—Horror Hearth	Complete 18th Extortion File by collecting a set of DataPacks
My Alibi—Corner	Complete 19th Extortion File by collecting a set of DataPacks
My Alibi—Bar	Complete 20th Extortion File by collecting a set of DataPacks
South Gotham City—Coventry	Scan three Anarky Tags
North Gotham City—Park Row	Scan three Anarky Tags
Jezebel Plaza	Scan three Anarky Tags
GCR Towers	Scan three Anarky Tags
North Gotham City—Wonder Tower	Scan three Anarky Tags
South Gotham City—Diamond District	Scan three Anarky Tags

CONCEPT ART	HOW TO UNLOCK
South Gotham City—Rooftops	Scan three Anarky Tags
Gotham City Pioneer's Bridge—Pillar	Scan three Anarky Tags
Royal Hotel—Entrance	Scan a Cyrus Pinckney Plaque
North Gotham City—Industrial District	Scan a Cyrus Pinckney Plaque
Royal Hotel—Upshot	Scan a Cyrus Pinckney Plaque
South Gotham City—Burnley	Scan a Cyrus Pinckney Plaque
Royal—Fancy Corridor	Scan a Cyrus Pinckney Plaque
Royal—Lobby	Scan a Cyrus Pinckney Plaque
Sewers—Industrial Lift	Scan a Cyrus Pinckney Plaque
Blackgate—Chapel	Scan a Cyrus Pinckney Plaque
Gotham City—Helo Chase	Interrogate an Enigma Data Handler
Batcave—Cross-section	Use all Batwing Drop Points at least once
Bane Concept	Complete Story Mode
The Joker Concept	Complete game on New Game Plus
Abstract Batman	Complete game on I am the Night

ALTERNATIVE BATMAN OUTFITS

Skins are unlocked as you progress through *Batman: Arkham Origins*, pre-order the game, download DLC, and play the iOS version of the game. These suits can be used in the main Story Mode, as well as in New Game Plus and I am the Night modes after you complete the Story Mode. Use the Batsuit Chamber in the Batcave to change.

BATSUIT	HOW TO UNLOCK
Dark Knight	Single player—complete all Dark Knight Challenges
Injustice	Single player—Earn all Challenge Mode medals
Noel	Single player—Complete Enigma 100%
New 52 Graphic	Single player—Complete all Most Wanted
Blackest Night	Multiplayer—Achieved by prestiging
1 Million	Single player / Multiplayer—WBID Exclusive (sign up for WBID when starting a new game)
1st Appearance	DLC—Collector's Edition Exclusive
Brightest Day	DLC—Season Pass Exclusive
Gotham City by Gaslight	DLC—Season Pass Exclusive
New 52 Metallic	DLC—DC Comics Exclusive
Dark Knight of the Round Table	DLC—Walmart Exclusive (Batman Legends Skins Pack)
Earth Two	DLC—Walmart Exclusive (Batman Legends Skins Pack)
Long Halloween	DLC—Walmart Exclusive (Batman Legends Skins Pack)
Thrillkiller	DLC—Walmart Exclusive (Batman Legends Skins Pack)
Batman Classic TV Series	DLC—Sony Exclusive
Knightfall	DLC—Sony Exclusive
Earth 2 Dark Knight	iOS game
Red Son	iOS game

XBOX 360 AVATAR/PS3 THEME

There are three Avatars for Xbox 360 and three themes for PlayStation 3 that can be unlocked as you progress through Story Mode.

ITEM	PLATFORM	HOW TO UNLOCK
Deathstroke Avatar	Microsoft Xbox 360	Defeat Deathstroke
The Joker Avatar	Microsoft Xbox 360	Defeat the Joker in Blackgate
Batman Avatar	Microsoft Xbox 360	Complete all Dark Knight Challenges
Assassins Theme	Sony PlayStation 3	Defeat Deathstroke
Arkham Origins Theme	Sony PlayStation 3	Defeat the Joker in Blackgate
WayneTech Theme	Sony PlayStation 3	Complete all Dark Knight Challenges

NEW GAME PLUS

Complete Story Mode to unlock New Game Plus, which takes you through the story again, but now with all the upgrades you have already earned. You're definitely going to need them, as this is a much harder challenge, with no Counter icons, tough new enemy configurations, and faster, better armed enemies immediately from the start.

New Game Plus is a separate mode accessed from the main menu and does not affect the progress of your original game. XP, upgrades, and collectibles are shared between the modes.

I AM THE NIGHT

Complete New Game Plus to unlock I am the Night. Play the story from the beginning with no retries available, taking on the challenge with only one chance to succeed. If you get into trouble, be ready to hit the power button or else start over from the beginning.



Batman: Arkham Origins Blackgate is the handheld sibling to the console experience of *Batman: Arkham Origins*. Developed by Armature Studio, which includes key members of the team behind the *Metroid Prime* trilogy on Nintendo's Gamecube and Wii, *Blackgate* is a companion piece to the console games. (In fact, if you have *Arkham Origins* for PS3 and *Arkham Origins: Blackgate* for PS Vita, you can unlock the Beware the Bat costume by linking the two versions!)





Blackgate reflects the pedigree of the team that made it by hearkening back fondly to the 2D "Metroidvania" genre—these are games characterized by adventurous exploration, in which earning new abilities sometimes opens up whole new sections of the game world. The influence of the *Metroid* and *Castlevania* games to which this kind of gameplay can be traced is now also felt in 3D games, from the *Metroid Prime* series on which key *Blackgate* developers worked, to the console *Arkham* series itself. This portable *Blackgate* experience whips the fluid, intuitive combat of the console *Arkham* games together with the blast-from-the-past retro exploration of classic 2D adventure games. And as sure as Batman's costume features pointy ears, the handheld version retains the gritty, rain-soaked atmosphere that's exemplified Batman since time immemorial (with the exception of the BIFF! POW! Adam West era).





So, the structure of *Batman: Arkham Origins Blackgate* allows players to tackle large sections of the game at their whims, after they clear the introductory stage. In fact, you'll have to travel back and forth between different areas of the prison in order to progress. **Your main adversaries are Black Mask, the Joker, and the Penguin, but the events of the game play out differently depending on which one of them you save for last.**

>> *BATMAN: ARKHAM ORIGINS BLACKGATE* CONTROLS

MOVEMENT			
SONY PSVITA COMMAND	LEFT STICK	NINTENDO 3DS COMMAND	LEFT STICK

MOVEMENT: Press left or right to make Batman move. This applies on foot, inside air vents, while shimmying along ledges, and while tightrope-walking across cables.





STRIKE			
SONY PSVITA COMMAND	▢	NINTENDO 3DS COMMAND	Y

STRIKE: Press repeatedly to unleash combos of jabs, hooks, uppercuts, and high kicks. Press away from the direction Batman faces plus the Strike button for a crunching elbow against anyone sneaking up from behind. Actions can be chained together fluidly, and you can easily go from striking a thug to Batman's left to countering another coming in from the right, then swinging immediately back to the left at a third thug coming in (and then countering a fourth, and so on). Chaining successful strikes and counters together without getting hit and without too much time elapsing between actions fills up a combo meter. The fuller this gets, the more power and range back up Batman's attack. You'll find various RUSH and Gauntlet upgrades around the facility, too, which power up Batman even further.

GLIDE KICK: From a high perch, fall into a targeted enemy below with the Strike button. (While perched above, choose between targets with the Counter button.) The target is knocked down if there are enemies nearby.



COUNTER			
SONY PSVITA COMMAND	△	NINTENDO 3DS COMMAND	X

COUNTER: Press to ready Batman against the enemy's attack, which is telegraphed by a blue lightning bolt icon above their head. If successful, Batman deflects the incoming attack and puts the would-be assailant in prime position for regular strikes. (Some enemies cannot be countered; you must avoid their strikes without using counters and defeat them in other ways, like using Cape Stuns followed by strikes.)

LEDGE TAKEDOWN: When dangling from a ledge underneath an enemy, press the Counter button for a non-lethal takedown that leaves the foe dangling helplessly by their feet.

SILENT TAKEDOWN: Sneak up behind an unaware enemy on the ground, and you can take them out silently just by pressing the Counter button. This is also possible when hiding just underneath a floor grate. This takedown is quiet (like the others), but other nearby enemies might notice the unconscious results.



SWITCH TARGETS: When stalking multiple enemies from the shadows above, tap the Counter button to toggle between potential targets of a Glide Kick/Snare.

SPRINT			
SONY PSVITA COMMAND	✕	NINTENDO 3DS COMMAND	B

SPRINT: Hold the Sprint button while moving Batman with the left stick.

EVADE: Double-tap the Sprint button. (In other words, press sprint plus sprint.) You can use this evasive roll to get behind enemies whom you cannot attack from the front. You can also execute an evade roll to safely pass over spike strips. If Batman is close enough to an adversary, he'll vault over them instead, exposing the foe's back. Mastery of the evade roll to dodge attacks is crucial to surviving the game's many boss battles.

GLIDE: Hold the Sprint button while falling. This is sometimes necessary to glide toward a ledge you'd otherwise miss. (Some extremely distant ledges and long jumps require leaping off an edge, gliding, then snagging a far-off anchor point with the Grapnel.)

SNARE: Tap the Sprint button when perched above an unaware enemy to hang them upside-down from the perch. If you're trying to be stealthy accomplishing this, wait until no one else is near your victim, or they'll hear and see this intimidating move.

PRY AIR VENT: The air vents in Blackgate are old and rusted over, which means Batman can pry them off, with a little elbow grease. You'll have to rapidly press the Sprint/Evade button briefly to tear off the air vent cover, after which Batman can fit into the revealed passageway. (Some air vents located high above the ground cannot be reached without the Batclaw.)



CROUCH			
SONY PSVITA COMMAND	◯	NINTENDO 3DS COMMAND	A

CROUCH: Hold the Crouch button to duck. Crawl left or right while crouching by moving the left stick while holding the button.

CAPE STUN: Tap the Crouch button to swing Batman's cape aggressively. This cape swing can stun foes, leaving them open for standard strikes. You must use a Cape Stun on some enemies before you can deal damage to them.

DROP: When near an edge from which Batman can dangle, press the left stick plus the Crouch button to do so. This allows Batman to shimmy along ledges, drop to lower platforms, and avoid the sightlines of guards. If Batman is already upon a perch or hanging from a ledge, press the Crouch button by itself to drop down.

ENTER AIR VENT: Holding the Crouch button in front of an air vent allows Batman to crawl inside, provided the vent cover is pried off first.

SELECT			
SONY PSVITA COMMAND	✣	NINTENDO 3DS COMMAND	✣

SELECT ARMED GADGET. (Initially, only the Batarang is available.)

ARM BATCLAW: D-Pad up. (Found in cell blocks.)

ARM BATARANG: D-Pad down. (Available at start.)

ARM GEL LAUNCHER: D-Pad left. (Found in industrial area.)

ARM LINE LAUNCHER: D-Pad right. (Found in Administration area.)

AIM			
SONY PSVITA COMMAND	L	NINTENDO 3DS COMMAND	L

AIM ARMED GADGET: Hold the left bumper to aim, and tap the right bumper while aiming to use the currently armed gadget.

QUICK-FIRE ARMED GADGET: Tap the left bumper to use the currently armed gadget without aiming first.

ENTER GROUND VENT.: When there are maintenance tunnels just under the floor, you can make Batman lift up an access grate and crouch just underneath ground level by holding the left bumper, then pressing the Evade button. If an enemy passes just overhead, stepping on the grate under which Batman is hiding, tap the Counter button for a silent takedown.

FIRE			
SONY PSVITA COMMAND	R	NINTENDO 3DS COMMAND	R

FIRE GRAPNEL: When onscreen prompts indicate there's a viable grappling surface, tap R to fire the grapnel and hoist Batman up.

FIRE ARMED GADGET: While holding the left bumper to ready the equipped gadget (and moving the left stick for aim if necessary), tap the right bumper to fire.

TOGGLE	
SONY PSVITA COMMAND	TAP TOUCHSCREEN
NINTENDO 3DS COMMAND	TAP DETECTIVE MODE ICON ON TOUCHSCREEN



TOGGLE DETECTIVE MODE ON/OFF. Detective Mode reveals foes (along with their sightlines!) and items of interest in the current location. If enemies have spotted Batman, Detective Mode lets you know—the Dark Knight becomes the glowing red knight instead. This is vital information when enemies are packing assault rifles.

SCAN	
SONY PSVITA COMMAND	HOLD AND DRAG TOUCHSCREEN
NINTENDO 3DS COMMAND	HOLD TOUCHSCREEN AND MOVE ANALOG STICK



SCAN DURING DETECTIVE MODE. Hover over enemies and items of interest to deeply analyze them, which reveals more information for the World's Greatest Detective (apologies to Sherlock Holmes, the other World's Greatest Detective). On the 3DS hold the touchscreen over the Detective Mode icon and use the left stick to move the analyzer around.

BATCOMPUTER	
SONY PSVITA COMMAND	SELECT
NINTENDO 3DS COMMAND	TOUCH THE BATCOMPUTER SYMBOL ON TOUCH SCREEN

OPEN BATCOMPUTER. Contains maps and objectives, Batman's inventory, and the Detective Casefiles.

PAUSE			
SONY PSVITA COMMAND	START	NINTENDO 3DS COMMAND	START SELECT

OPEN PAUSE MENU. Contains options.

PROLOGUE



It's a dark and stormy night (in Gotham City, it almost always is), and Batman is keeping a vigilant watch for disturbances in a tenuous peacetime, roughly three months after the events of *Batman: Arkham Origins*. Catwoman (with whom Batman is yet to be acquainted) is on the prowl, too, and it's the first meeting of these two iconic characters that is the centerpiece of this introduction. This game of cat and bat also provides an opportunity for the player to get acquainted with the handheld controls.

>>GOTHAM CITY AT NIGHTTIME

1ST STAGE: Gotham City.
OBJECTIVE: Capture Catwoman.



1. START
2. Combat Tutorial
3. 1st analysis: Detective Mode reveals ladder the Batarang can be used to lower
4. 1st chance to Glide Kick from high perch into foes. Another combat tutorial.
5. 1st ledge shimmying
6. 1st tightrope-walk across cable
7. 1st encounter with firearms; use Detective Mode to monitor their sightlines, and be stealthy! Take them out with Snare and Glide Kick from above.
8. Zipline & glide
9. A smattering of guards and a lot of Grapnel climbing to catch up with and fight Catwoman.

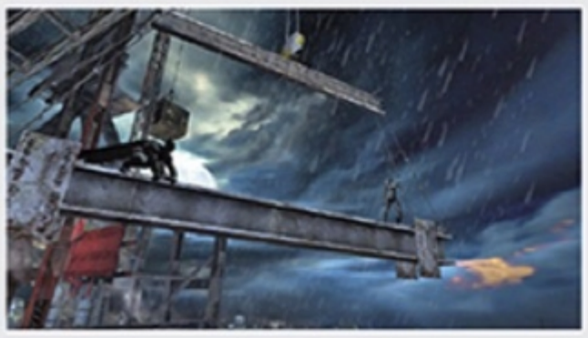
Air Vent

Glide

Grapnel

BOSS: CATWOMAN





This flighty feline is the first advanced enemy you'll face. She cannot be domesticated by simply using strikes. Instead, you'll have to use counters to dodge her attacks first, then briefly dizzy her with a Cape Stun… *now* she's vulnerable to regular strikes! Watch out for her combination swipes: she can slash at Batman more than once at a time, so you might need to counter several times in a row before the prompt to stun her with the cape appears (◉ on PS Vita, Ⓐ on 3DS). Don't just start swinging after you counter a single move. She fights like a mix between an *Arkham Origins* martial artist and an armored fighter.



After you spend a couple of rounds stunning and pummeling this intriguingly attired high-line burglar, the police take over. Batman, still no friend of the general police force, disappears into the night.

Enter Blackgate: Two weeks after leaving Catwoman to the cops, Captain Gordon signals for the Batman. There's a massive prison break in progress at Blackgate, with the prison's cohort of guards now turned into hostages for the freed inmates… one of which is, of course, the recently imprisoned (and now prematurely released) Catwoman.



Some of the freed inmates at Blackgate's entrance are accosting Catwoman. Beat them into submission, and Catwoman becomes a spontaneous ally. She'll try to take down the baddies of Blackgate from the inside by sowing discord and misinformation, while Batman attempts to take out the triumvirate of the Penguin, Black Mask, and the Joker.



It's up to you to decide the order that you take the big three down in. The Penguin's got the cell blocks under lockdown, Black Mask controls the prison's electricity from the industrial area, and the Joker oversees the uprising from administration. You aren't locked into your initial choice; return to the entrance of each area, and you can choose to depart and explore a different one. You'll find that areas blocked off in one location become accessible thanks to items you gather and things you accomplish in other areas! You'll also eventually find new entry points into each area from the prison hub.

»FREEDOM OF CHOICE

The way the story plays out in *Batman: Arkham Origins Blackgate* depends in large part on you. **Events toward the end of the game, as well as the reward you receive for them, will differ depending on which of the three main villains you leave for last.** In order to see everything *Blackgate* has to offer, and earn all of Batman's outfits, you'll have to play through multiple times (at least three; one playthrough each in which you defeat a different villain last).



WHERE DO YOU GET THOSE WONDERFUL TOYS?

The longest-term goal for the completist player of *Batman: Arkham Origins Blackgate* is to collect all the costumes. The default costume is available at the beginning, and the Beware the Bat outfit is a reward for linking up the PSVita version with PS3's *Arkham Origins*. The rest of the costumes are composed of five pieces each. Most are found through the prison in small Wayne Tech crates, but the belts for three costumes are each gained only by leaving a particular boss for last.





Beware the Bat—requires PS Vita and PS3.
New 52—leave the Penguin for last.
One Million—leave Black Mask for last.
Red Son—leave the Joker for last.
Blackest Night—collect all pieces.

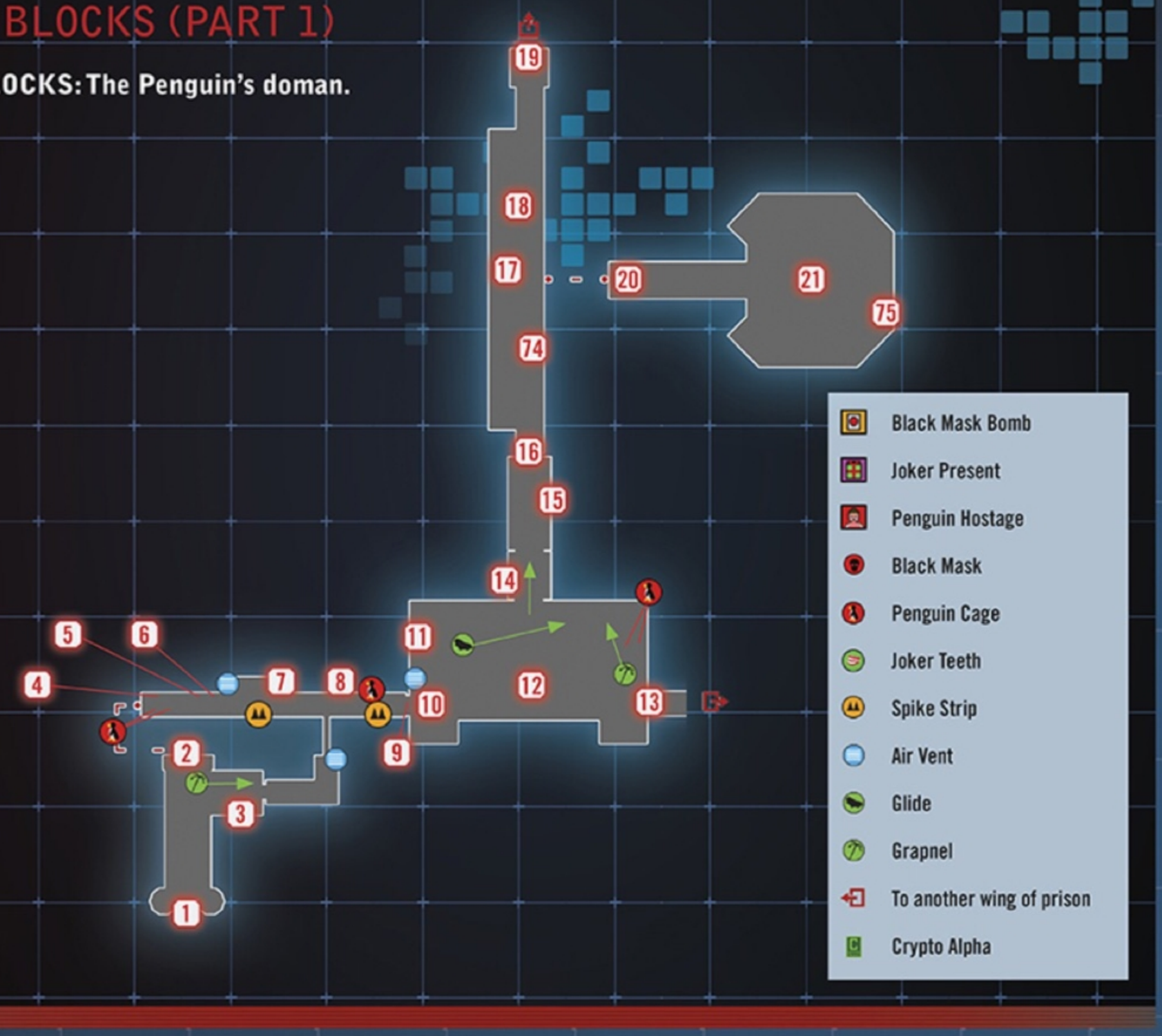
In order to find all the Batsuits, you'll first have to find all the gadgets. A good rule of thumb, if you're ever stuck: there's a gadget somewhere you could go get, and you just haven't obtained it yet. No matter in what order you tackle the cell blocks, you'll have to swap between them at points when the tool needed to make progress in one cell block is hidden somewhere in the others.



CELL BLOCKS

>>CELL BLOCKS (PART 1)

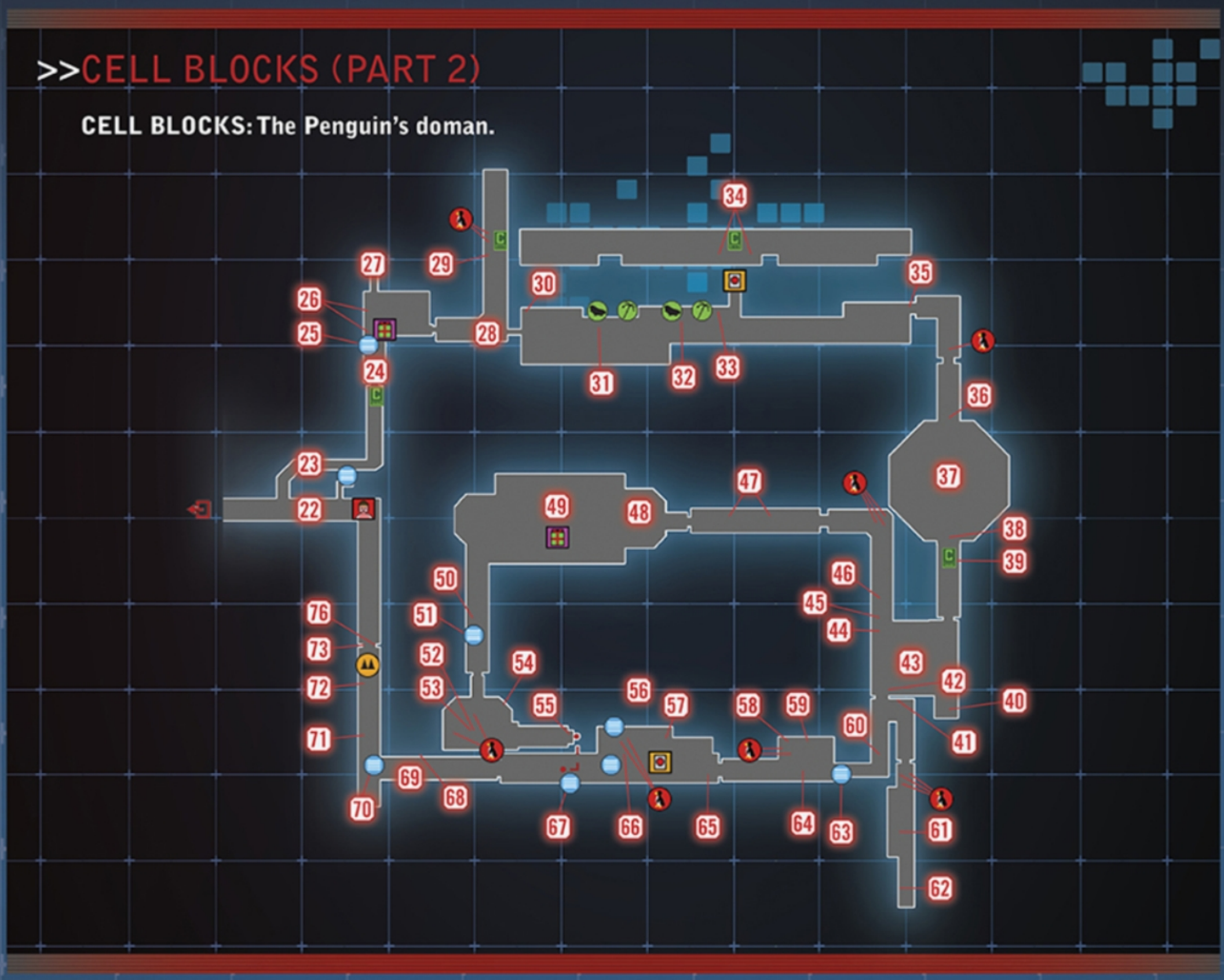
CELL BLOCKS: The Penguin's doman.



1. Start / Return to Prison Hub
2. Electronically Locked Door
3. Prison Clipboard (Detective Case: Bird of Prey)
4. Crypto Sequencer (unlocks Electronically Locked Door)
5. Electrical Wiring (Det. Case: Cell Block Bird Cage)
6. Repulsor Field
7. Crypto Sequencer (disables Repulsor Field)
8. Repulsor Field
9. Electronically Locked Door
10. Small WayneTech Crate: Blackest Night Batsuit Chest Piece (need Line Launcher)
11. Door Control: Opens Door
12. Elevator (initially inoperable; available after Bronze Tiger fight)
13. Electronically Locked Door
14. Ride Elevator
15. Loose wall panel (requires Batclaw); Small WayneTech Crate: Heavy Gauntlet Upgrade
16. Locked Security Door (bypass via Lighthouse)
17. Crypto Gamma & door to Arkham Wing
18. Boss Battle: the Penguin
19. To Lighthouse
20. Arkham Wing
21. Arkham Vault Puzzle (begins endgame mission; nature of mission depends on whether the Penguin, Black Mask, or the Joker was defeated last)
22. Heavy Crates
23. Small WayneTech Crate: Armor Reinforcement piece (need Gel Launcher) Structurally weak ceiling (need Gel Launcher)
24. Crypto Alpha Repulsor Field
25. Air Vent (requires Batclaw); Small WayneTech Crate: New 52 Batsuit Chest Piece
26. Structurally weak pipes (need Gel Launcher)
27. Small Spade (Det. Case: Bird Of Prey)
28. Steam Pump (Disable with Gel Launcher)
29. Locked Door
30. Small WayneTech Crate: One Million Batsuit Boots
31. Structurally weak ceiling (Need Gel Launcher); Cut Pipe (Det. Case: A Life On The Line)
32. Torn Guard's Shirt (Det. Case: A Life On The Line)
33. Structurally weak ceiling (need Gel Launcher)
34. Two locked doors
35. Structurally weak wall (need Gel Launcher)
36. Structurally weak wall (need Gel Launcher)
37. Three safety bolts (disengage all three at once with Gel Launcher); four flashing red lights (align with Batarang); reward: Glue Gel Cartridge (upgrade for Gel Launcher)
38. Pressure plate and door lock mechanism (need Upgraded Gel Launcher)
39. Crypto Alpha opens locked door nearby
40. Cell Blocks rear entrance (leads back to prison hub)

>>CELL BLOCKS (PART 2)

CELL BLOCKS: The Penguin's doman.



41 Electronically Locked Door

42 Electronically Locked Door Keypad

43 Hot steam pipe (jam with Upgraded Gel Launcher)

44 Freight elevator call switch (requires power)

45 Damaged keypad (Det. Case: Bird of Prey; found past duct at bottom of elevator shaft)

46 Crypto Sequencer (powers nearby elevator)

47 Loose circuit breaker covers (need Batclaw & Batarang); Loose wires electrifying passage

48 Debris pile (need Batclaw)

49 Miniboss: Bronze Tiger

50 Weak wall with hook (need Batclaw)

51 Air Vent (requires Batclaw)

52 Prisoner's Slipper (Det. Case: A Life On The Line)

53 Rotten ceiling beam (need Batclaw); structurally weak floor (need Gel Launcher or Batclaw)

54 Acetylene torch (Det. Case: Bird Of Prey); Glide & Grapnel to duct under weak ceiling beam to find

55 Accessed beyond two Penguin Cages in room to right

56 Requires Batclaw: Rush Upgrade; Rubble Fragments (Det. Case: Ground Zero)

57 Flimsy barricade (need Batclaw); Damaged Door (Det. Case: A Life On The Line); Penguin Cages in this room also accessed with Batclaw

58 Rusty panel covering reveals path behind broken elevator (remove with Batarang)

59 Frayed elevator cables (sever with Batarang)

60 Climb to maintenance tunnel

61 Large WayneTech Crate: BATCLAW

62 Small WayneTech Crate: Armor Reinforcement piece (gather 4 pieces to increase armor by 50%)

63 Air Vent (requires Batclaw); Burned Needle-Nose Pliers (Det. Case: Ground Zero)

64 Elevator hanging by frayed cables over firey pit; remove elevator to open the way

65 Broken Security Camera (Det. Case: Cell Block Bird Cage)

66 Barricade (remove with Batclaw)

67 Air Vent (requires Batclaw)

68 Mirror Shard (Det. Case: Cell Block Bird Cage; requires Batclaw)

69 Portion of a Metal Bracelet (Det. Case: Ground Zero)

70 Air Vent (requires Batclaw)

71 Fuel Barrels (destroy with Crypto Sequencer)

72 Structurally Weak Wall (need Gel Launcher); Small WayneTech Crate: New 52 Batsuit Gloves

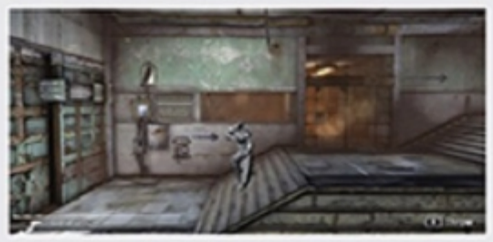
73 Maintenance Tunnel goes under locked door

74 Bearer Bonds clue

75 The Blackest Night Belt costume piece

76 Noose clue

COLLECTIBLE: PENGUIN CAGES



You'll find your first two Penguin cages not long after entering the cell blocks and hacking the first Cryptographic Sequencer. These hanging cages are actually traps, designed to fall and land explosively on trespassers underneath. Either step under a Penguin cage and then sprint/evade out of the way, or take it down safely from afar with an aimed Batarang.

MINIBOSS: BRONZE TIGER



The incredible martial artist Bronze Tiger is held here by the Penguin, forced to cage-fight against his will. Hardening Batman's knuckles on all the underlings you've punished up until now serves as a good primer against Bronze Tiger, who is the truest test of Batman's martial arts prowess so far. In the same manner as any other baddie, simply counter when Bronze Tiger's punch is telegraphed by the lightning symbol over his head. A Cape Stun prompt appears after a successful counter, allowing you to disorient Bronze Tiger. This leaves him open to a full combo of regular strikes. The goal of opening up Bronze Tiger and knocking him around is to bump him into the electrified cage that encloses the fight.



After Bronze Tiger has been electrocuted once, he'll start to employ a leaping attack that cannot be countered—you'll have to evade roll forward to avoid Bronze Tiger's claw dive. Just roll forward when Bronze Tiger leaps straight up, and Batman is spared; turn and use a Cape Stun on Bronze Tiger as he attempts to tug his claws from where they stick in the ground, then combo him again.

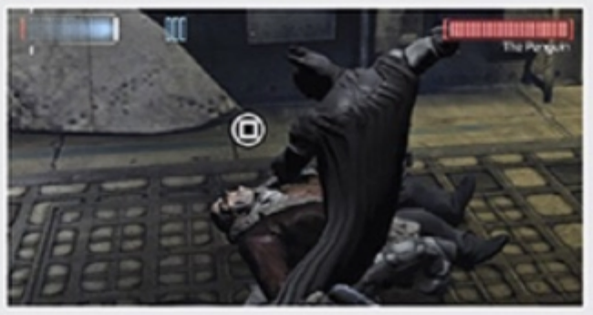


Even with his diving claw thwarted, Bronze Tiger won't give up. He'll start mixing between a triple claw swipe and a double diving attack. Avoid the triple claw swipe by countering three times in a row (just like Catwoman during the prologue fight). Afterward, of course, use a Cape Stun on Bronze Tiger, and feed him some knuckle sandwiches. For the double diving attack, roll forward under the first swooping dive, then turn and be ready to immediately roll forward again, under the second smaller diving attack. Then, as before, turn around and stun Bronze Tiger with the cape before knocking him into the walls of the enclosure with a flurry of punches and kicks.

CELL BLOCKS BOSS: THE PENGUIN



The Penguin is flanked by two soldiers who carry incredibly strong Gatling machine guns. Either of these fighters can tear Batman apart in about one second. The Penguin packs a shotgun, and while it isn't as lethal as the Gatling guns, the Penguin's flooring blasts cannot be avoided if he spots Batman. A head-on confrontation is hopeless; you'll have to rely on misdirection. Luckily, the place is filled with alarms, which you can trigger with Batarangs. This gets the soldiers away from the Penguin, allowing you to rip the Gatling gun ammo packs off their backs using the Batclaw. Split them up so that one doesn't stop you while you disarm the other! When both soldiers are de-packed and no longer a threat, you can Glide Kick into the Penguin from above, then initiate a takedown to pummel him for a bit before he struggles away and summons more flunkies.



Now, you'll have a drone to contend with, as well as three more Gatling gun-wielding soldiers. You can take out the drone with a deftly thrown Shock Batarang, but you must subdue the three Gatling soldiers as before. In addition to using alarms to draw their attention, you can also simply peg them from afar with Batarangs, then vacate the area before they investigate where the hit came from. Get a vantage point on the place you threw the Batarang from, and you'll be able to Batclaw the packs off their backs without using up one of the precious alarms. Clear the assistants out, then feed another Glide Kick into a takedown to the Penguin.

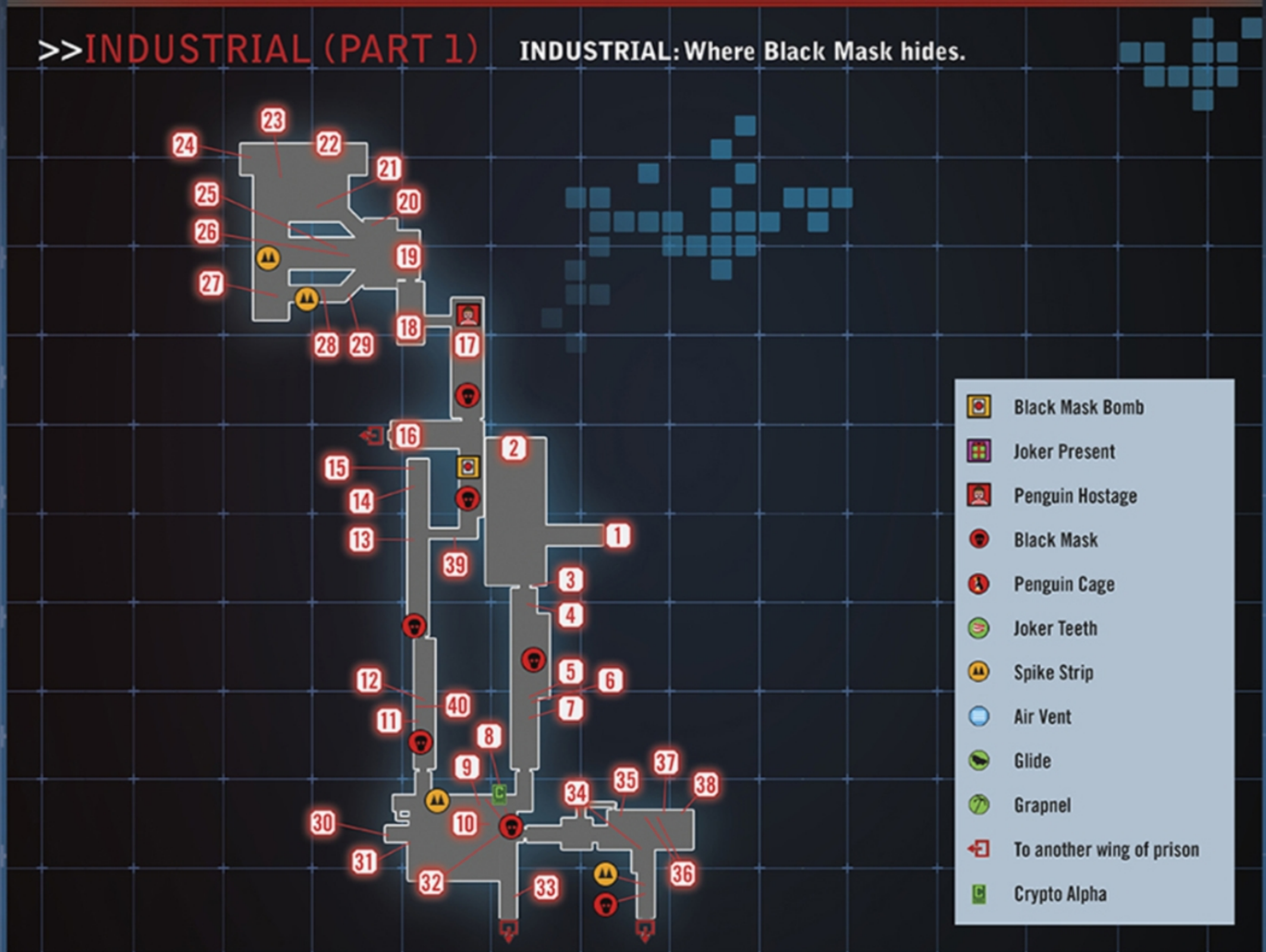


Finally, there are yet more soldiers, along with two drones this time. Fortunately, there's a checkpoint here if you fall to this wave. One more round of clearing out helpers, and the Penguin is yours. If you can get the Penguin's helpers far enough away from him so they can't help him when he's down, you can Glide Kick into the Penguin and finish him off without defeating all the assistants.



>>INDUSTRIAL (PART 1)

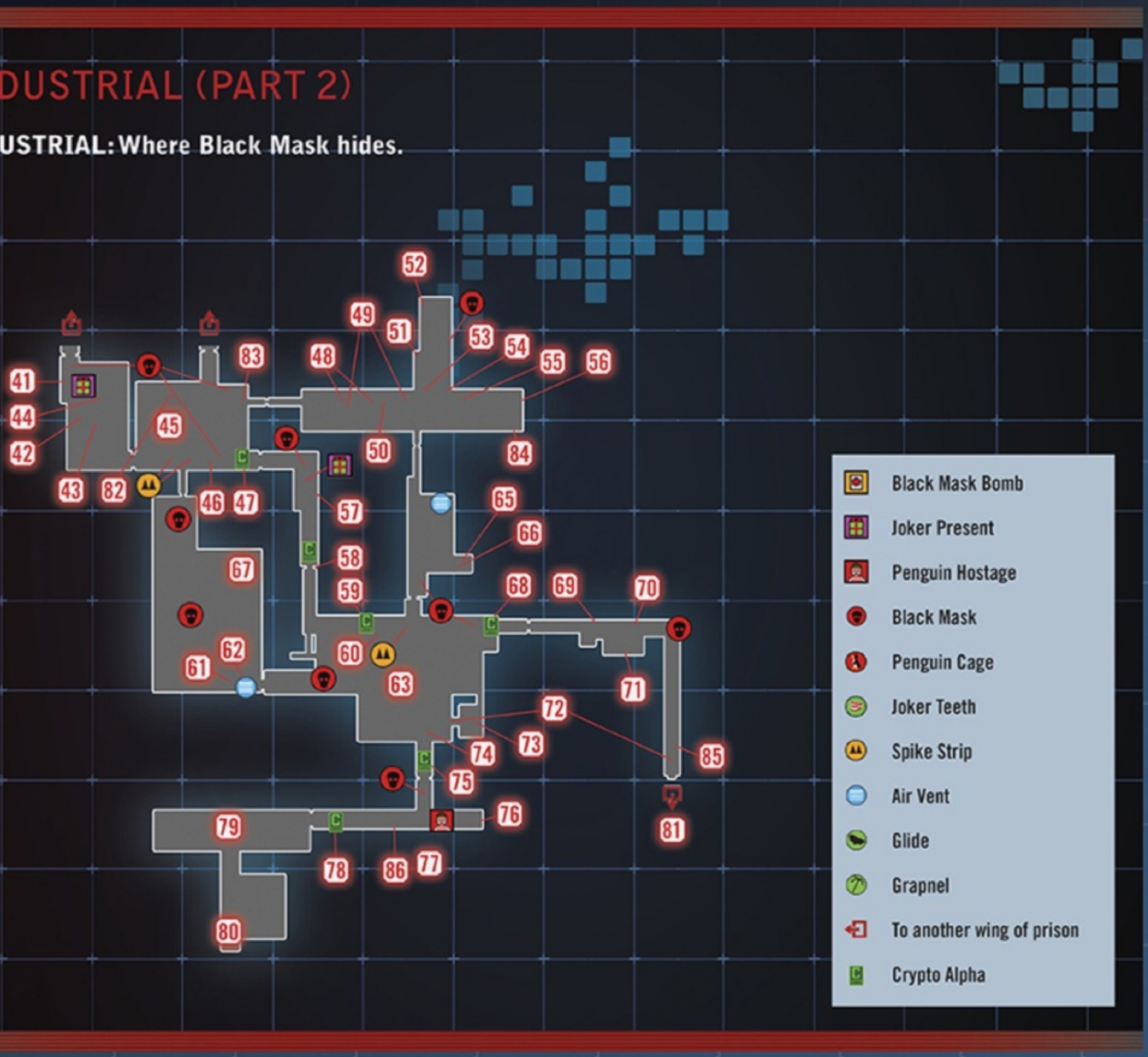
INDUSTRIAL: Where Black Mask hides.



1. Start/Return to Prison Hub
2. Door Switch
3. Remotely Operated Door
4. Tablet computer (Det. Case: Power Play)
5. Crypto Sequencer (opens door)
6. Electronically Locked Door
7. Fans powering electrical boxes (need Glue Gel Launcher & Shock Batarang); Small WayneTech Crate: Armor Reinforcement Piece
8. Searching L. Leonard: CRYPTO KEY ALPHA
9. Structurally weak floors (need Gel Launcher)
10. Electronically Locked Door
11. Structurally weak floor (need Gel Launcher)
12. Rust-weakened panel covering circuit (Need Batclaw & Shock Batarang; opens locked door), hiding Small WayneTech Crate: Red Son Batsuit Boots
13. Closed, electrically-locked floodgate (use Shock Batarang)
14. Structurally weak wall behind sludge torrent (need Glue Gel Launcher for both)
15. Small WayneTech Crate: Armor Reinforcement Piece
16. To Administration (Need upgraded Line Launcher)
17. Small WayneTech Crate: New 52 Batsuit Boots (need Tightrope Line Launcher upgrade in order to climb vertical shaft)
18. Dental tools (Det. Case: Power Play)
19. Crossing gap (need Line Launcher)
20. Electrically-locked gate (need Shock Batarang)
21. Gate actuator (need Shock Batarang)
22. Line Launcher
23. Electrically-locked gate (need Shock Batarang)
24. Pile of human bones (Det. Case: Sixty Feet Under)
25. Large WayneTech Crate: TIGHTROPE (Line Launcher upgrade)
26. Crypto Sequencers & locked door
27. Weak flood grates (use Gel Launcher)
28. Weak panels covering electrical circuits (Need Gel Launcher then Shock Batarang)
29. Crypto Sequencer & locked door
30. Rusted vent (requires Batclaw); Small WayneTech Crate behind vent (contains piece of Red Son Batsuit)
31. Crypto Gamma & Crypto Gamma Locked Door
32. Small WayneTech Crate: Rush Upgrade (need Gel Launcher & Line Launcher)
33. Structurally weak wall (use Gel Launcher)
34. Structurally weak walls (use Gel Launcher)
35. Small WayneTech Crate: Armor Reinforcement piece
36. Structurally weak floors (need Gel Launcher)
37. Large WayneTech Crate: GEL LAUNCHER
38. Water Pump (shut off with Batarang)
39. Moss clue
40. Cell Phone Clue

>>INDUSTRIAL (PART 2)

INDUSTRIAL: Where Black Mask hides.



41 Precariously-hanging magnet (sever with Batarang)

42 Crypto Sequencer (moves elevator trestle north)

43 Fuel Canister (use Gel Launcher)

44 Spotlight (shatter with Batarang)

45 Freight Elevators (need nearby Crypto Alpha Sequencer completed for power)

46 Structurally weak ceiling (need Gel Launcher)

47 Crypto Alpha (restores power)

48 Structurally weak floors (need Gel Launcher)

49 Electrical wall boxes (need Gel Launcher)

50 Sulphurous Sewer Drain (need Gel Launcher)

51 Sludge torrent (need upgraded Gel Launcher); Crowbar (Det. Case: Breakout Break-In)

52 Structurally weak pipes (need Gel Launcher)

53 Crypto Sequencer (opens Floodgate Door)

54 Floodgate Door

55 Electrical wall box (need Gel Launcher)

56 Miniboss: Solomon Grundy (triggered by hacking Crypto Sequencer)

57 Rubber hose in a pool of fluid (Det. Case: Breakout Break-In)

58 Crypto Alpha & locked door

59 Crypto Alpha (plant power)

60 Closed Pistons (restart power to open)

61 Motorized Air Vent; leads to Small WayneTech Crate: One Million Batsuit Gloves (need Shock Batarang)

62 Elec. box powering air vent (need Shock Batarang)

63 Weak vent cover (use Batclaw); Small WayneTech Crate: Rush Upgrade

64 Air Vent (requires Batclaw)

65 Electrical box powering fan (need Shock Batarang)

66 Small WayneTech Crate: Heavy Gauntlet upgrade

67 Structurally weak pipes (need Gel Launcher); Small WayneTech Crate: Blackest Night Batsuit Gloves

68 Structurally weak floor (requires Gel Launcher); Crypto Alpha & locked door

69 Structurally weak ceiling (need Gel Launcher)

70 Bullet casings (Det. Case: Final Stand)

71 Small WayneTech Crate: Red Son Batsuit Gloves

72 Structurally weak walls (need Gel Launcher)

73 Homemade Device (Det. Case: Breakout Break-In)

74 Pressure plate and door mechanism (need upgraded Gel Launcher)

75 Crypto Alpha (permanently unlocks pressure door)

76 Severed thumb (Det. Case: Final Stand); need Line Launcher

77 Door control panel & locked door (use Gel Launcher)

78 Crypto Alpha & locked door

79 Boss: Black Mask

80 Gold coins (Det. Case: The Bidding War)

81 To Prison Hub

82 Crumpled Paper clue

83 Blackest Night Gloves costume piece

84 Circus Flyer clue

85 The Wallet Photo clue

86 The Proximity Upgrade for the Gel Launcher

COLLECTIBLE: BLACK MASKS

Rather than set obvious and self-destroying booby-traps, as did the Penguin and the Joker, Black Mask has slyly hidden his masks on shelves, in hallway corners, and across gaps. These don't clatter about or explode on their own, so keep a scanning eye out with Detective Mode. When you find one, it's a Batarang away from being shattered.

MINIBOSS: SOLOMON GRUNDY



The indestructible Solomon Grundy shows up after you attempt to open a floodgate in a lower eastern section of the map. He'll charge repeatedly in a brutal attack that you can avoid by evading between his legs as he rushes forward. If Batman stands directly in front of Grundy, he'll attack mercilessly with pounding punches. It almost goes without saying, but don't stand in front of Solomon Grundy!



To defeat him, first dismember the network of electrical wires in the room by blowing up Gel Launcher rounds on the electrical wall boxes. Then, plant Gel Launcher rounds on the sulfurous drains in the area, and detonate them just as Grundy passes over. Grundy then stumbles into the standing pools of water in the area and electrocutes himself—his enormous bulk means that as he stands in the water, his head contacts the dangling power wires above!

Shock him three times, and Grundy goes down, allowing you to beat him into the door.If you had already acquired the Shock Batarang before this fight, you can skip all those steps by just tossing Shock Batarangs into the pools of water. (This electrifying feat is worth a Trophy on the PSVita version.)

INDUSTRIAL BOSS: BLACK MASK



Initially, you have to fight many thugs while Black Mask alternates between dropping grenades or firing down from up above. After you've defeated a dozen or so street toughs (who luckily aren't immune to Black Mask's grenades), Black Mask retreats via a backdoor as the generator overloads.



Now you have an elaborate puzzle to solve. The generator must be brought out of overload to tail Black Mask, and in order to do that, you'll have to detonate Gel Launcher rounds on all three of the overloading circuits at once. You'll have to do a fair bit of hunting for structural weak points in the floors and ceilings to open the way to all three circuit boxes. Succeeding involves an echo of the riddle about the fox, the goose, and the bag of beans. While you eventually have to detonate all three at once to open the way, you'll first have to detonate each in turn just to open access to all three. And, after finding the second and third boxes, you'll need to detonate a Gel Launcher round on them to open a path briefly, then immediately plant another Gel Launcher round *without* detonating it. This is the round that'll need to wait until rounds are set on all three, so take care to manually detonate only rounds you set later on as you progress away from each Gel-armed circuit box.





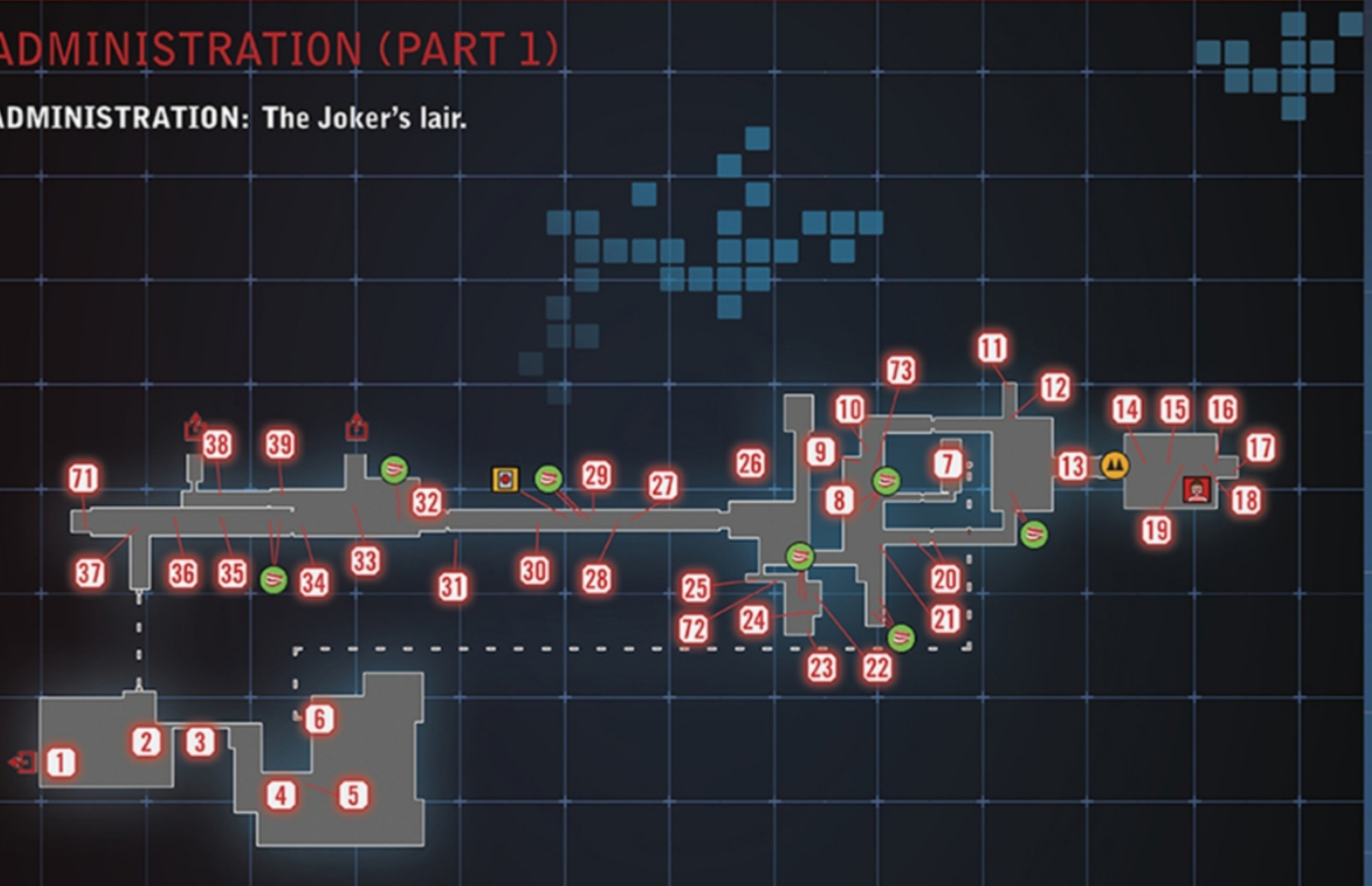
Along the way, thugs sent by Black Mask attempt to waylay Batman. If you could handle the crowd at the beginning of the fight, as Black Mask dropped grenades and popped off rounds, you'll have no problems with these brief distractions.

Once you've followed Black Mask into the next chamber, you'll have to be quite careful indeed—slip up, and he'll gun Batman down in only a second or two. Analyze the objects in the room with Detective Mode, and you'll see that there are several ways to distract Black Mask: alarms on either side, which you can trip with the Batarang, and a light on the left, which you can blow out. Trigger the alarm on the right-hand side to attract Black Mask's attention there, then shatter the left-side light, and enter the maintenance tunnels. Crawl under the stage to the right, wait for Black Mask to stop paying such close attention to the right-hand side, and then exit the maintenance tunnel in the dark on the right. Now, toss a Batarang at the alarm on the left, then immediately re-enter the maintenance tunnels and crawl to the center grate—when Black Mask walks over to inspect the side where the alarm went off, you can initiate a takedown from below and put the Black Mask to sleep.



>>ADMINISTRATION (PART 1)

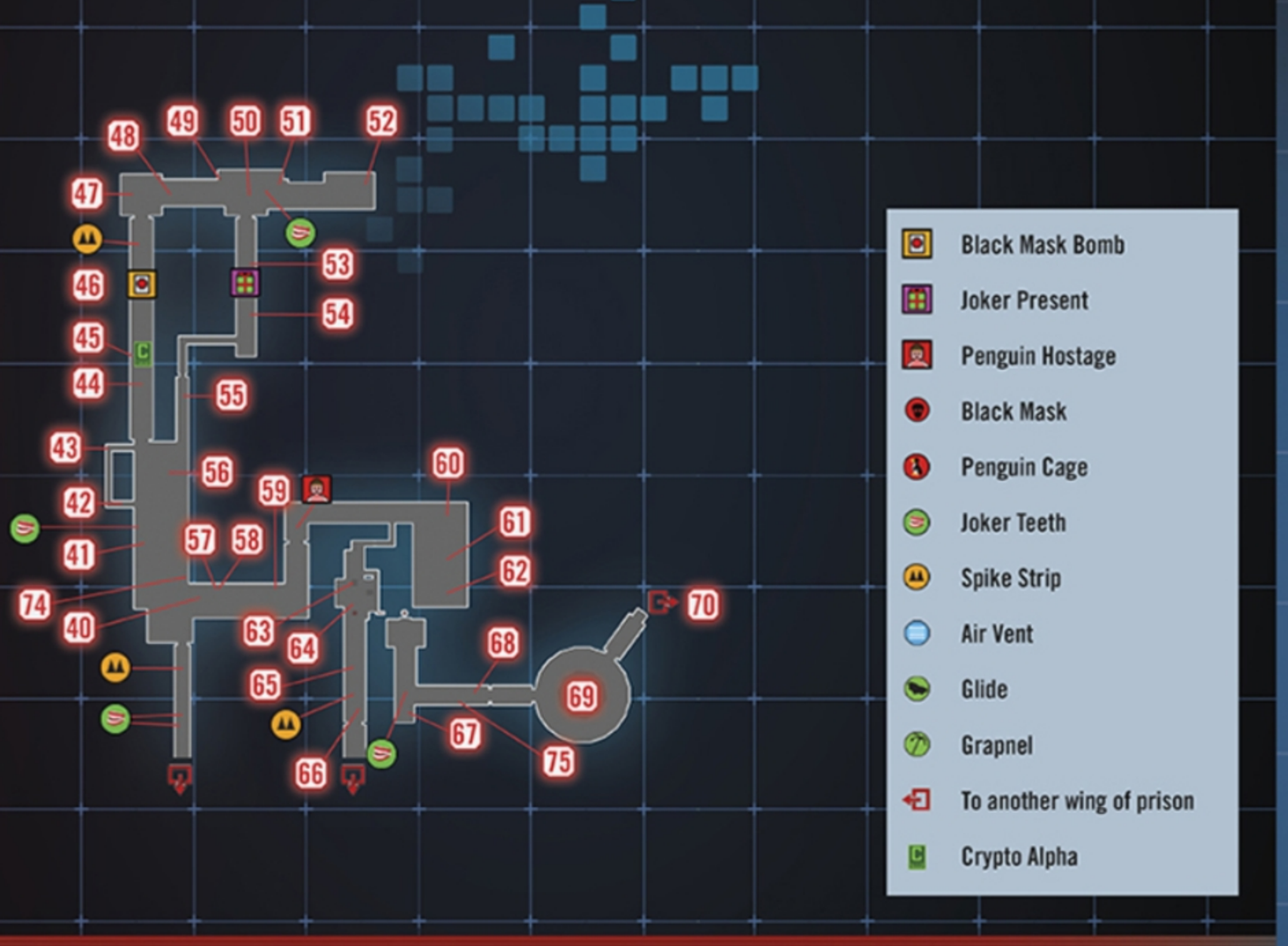
ADMINISTRATION: The Joker's lair.



1. To Prison Hub
2. Crypto Beta & Locked Door
3. Need Line Launcher
4. Miniboss: Deadshot
5. Homemade paper target (Det. Case: The Bidding War; wait until after Deadshot fight)
6. Post-Deadshot fight path
7. Hand-drawn map of Administration (Det. Case: Kidnapped); Crypto Beta & Locked door.
8. Electrically locked vents around Warden (need Shock Batarang)
9. Deceased assistant warden (Det. Case: Kidnapped)
10. Crypto Beta & Locked door
11. Small WayneTech Crate: Blackest Night Batsuit Cowl (need Line Launcher & Gel Launcher)
12. Structurally weak wall (need Gel Launcher)
13. Crypto Beta & Locked door
14. Spray food cans (Det. Case: The Joker Is Wild)
15. The Joker's 'Match or Die' (Memory game: match four pairs of symbols)
16. Electrically locked elevator (use Shock Batarang)
17. Small WayneTech Chest: One Million Batsuit Chest Piece (bottom of elevator shaft)
18. Electrically locked door (second level; use Shock Batarang)
19. Large WayneTech Crate: SHOCK BATARANG (beat the Joker's 'Match or Die')
20. Electrically locked doors (need Shock Batarang)
21. Personnel file (Det: Case: Doctor's Orders)
22. Crypto Beta & locked door
23. Computer thumb drive (Det. Case: Information Gathering; need Batclaw)
24. CRYPTO KEY BETA (smash wall, search body)
25. Police-issue gas mask (Det. Case: The Joker Is Wild; need Batclaw)
26. The Joker Gift Box (covers maintenance tunnel access)
27. Remotely-powered vent cover
28. Small WayneTech Crate: Heavy Gauntlet upgrade (requires upgraded Line Launcher to use Crypto Sequencer nearby, disabling gas & opening grate to crate)
29. Crypto Sequencer (requires upgraded Line Launcher; disables gas in pit below)
30. Gas-filled gap
31. Small WayneTech Crate: One Million Batsuit Cowl (need Line Launcher)
32. Line Launcher
33. Fragile ledge debris (use Batarang)
34. Hand-drawn Blackgate map (Det. Case: No Laughing Matter)
35. Access hatch & control panel (requires Shock Batarang)
36. Crypto Sequencer & Locked Door; behind door: Burned paper in a trash basket (Det. Case: Information Gathering)
37. Dead guard (Det. Case: The Joker Is Wild)
38. Crypto Beta & door
39. Crypto Sequencer

>>ADMINISTRATION (PART 2)

ADMINISTRATION: The Joker's lair.



40 Crypto Sequencer & locked door (top level, need Line Launcher)

41 Crypto Beta (top level, need Line Launcher)

42 Escape duct when room is gassed

43 Electric nodes

44 Tiny Key (Det. Case: Doctor's Orders)

45 Inactive Crypto Alpha & locked door (destroy gas panels & Crypto activates; need Gel Launcher); behind door: Small WayneTech Crate: Blackest Night Batsuit Boots

46 Gas pit (need Line Launcher)

47 Class ring (Det. Case: Kidnapped)

48 Electric generator & electric nodes (need Line Launcher)

49 Loose vent cover (use Batarang)

50 Service vent cover (use Batarang)

51 Small WayneTech Crate (need Line Launcher; top level): Red Son Batsuit Cowl

52 Large WayneTech Crate: LINE LAUNCHER

53 Cylinder cap (Det. Case: No Laughing Matter)

54 Raised air vent (need Batclaw)

55 Electric nodes & Joker gas trap

56 Crypto Sequencer & imprisoned guards

57 Crypto Sequencer & door to imprisoned Blackgate guards

58 Structurally weak floor (use Gel Launcher)

59 Small WayneTech Crate: Armor Reinforcement Piece (top level, need Line Launcher)

60 Ventilation manual (Det. Case: No Laughing Matter)

61 Fiery Pit

62 Small WayneTech Crate: New 52 Batsuit Cowl (need Line Launcher)

63 Trick bookshelf: Glass Eye (Det. Case: Kidnapped)

64 Debris blocking ledge (use Batarang)

65 Joker Gas trap

66 Crypto Beta & door (doesn't lock till gas trap is triggered)

67 Odd assemblage of metal pipes (Det. Case: The Joker Is Wild; behind structurally weak wall, need Gel Launcher)

68 Crypto Gamma & Locked door

69 Boss: the Joker. Earn Crypto Key Gamma by beating the Joker

70 From Industrial (after upgrading Line Launcher)

71 Health upgrade

72 Health upgrade

73 The Business card clue

74 The Journal clue

75 IOU clue

COLLECTIBLE: THE JOKER'S TEETH

Of all the collectibles, of course it would be the Joker to leave the most obvious. Do you see and hear chomping toy teeth clattering in small circles? Detonate them with remote gadgets, or watch them explode when you get too close.

MINIBOSS: DEADSHOT

The master sniper assaults Batman from an Administration rooftop. This battle breaks down into stages.





In the first stage, your purpose is to advance to the left without getting shot. The vantage point is actually Deadshot's scope! When Batman is standing behind something that covers his whole body or ducking behind waist-high cover, he'll be safe from Deadshot. But when Batman is crossing from cover to cover, Deadshot can quickly draw a bead and fire with almost unerring accuracy. Get behind cover before he fires; if you aren't quite going to make it behind cover, then use an evade roll at the last moment. This doesn't guarantee that Deadshot will miss, but it greatly increases the odds. If you don't get behind cover or at least roll, well, they don't call him the man who never misses for no reason.



During phase two, after you've ducked into a building for a brief reprieve (and dealt with several thugs while inside), Deadshot opens fire with his wrist-mounted machine guns. The vantage here is from inside the building, as Deadshot shoots out all the glass around Batman, so stay in cover by keeping Deadshot out of sight. When he pauses briefly to reload, you can Grapnel to the right and enter the last phase.



Here, you'll need to crouch behind cover, wait for a chance to Batarang the spotlight into a position that blinds Deadshot, then use the Line Launcher to zip across and kick the man who (almost) never misses into unconsciousness.

ADMINISTRATION BOSS: THE JOKER



The fight against the Joker takes place around the perimeter of a large chamber, since the center is totally clogged with explosives. The Joker dances around the explosives, trying to stay opposite from Batman. Above, several of the Joker's thugs watch the action; they'll also toss grenades down if you stay still for too long. Running around the perimeter to get at the Joker is fruitless, since he'll just run in the opposite direction. Use the Line Launcher to zip across the center, over the explosives and right into the Joker's chest with a Line Launcher-assisted drop kick.



Taking boots to the chest induces the Joker to pull out his deadly, gigantic revolver. Now, he won't just taunt you from across the way as his thugs rain grenades; he'll draw a bead and fire, over the explosives. Ducking behind the explosives won't help. You'll have to carefully watch as the Joker aims, then evade roll at the last moment to avoid the revolver rounds. After taking three shots, the Joker pauses to reload. Either rush around the perimeter and feed him a combo before he starts shooting again, or use the Line Launcher to zip across and kick him. Don't rush in/zip in *before* he starts reloading, or he'll run off and start firing again (having reloaded as he ran, presumably).

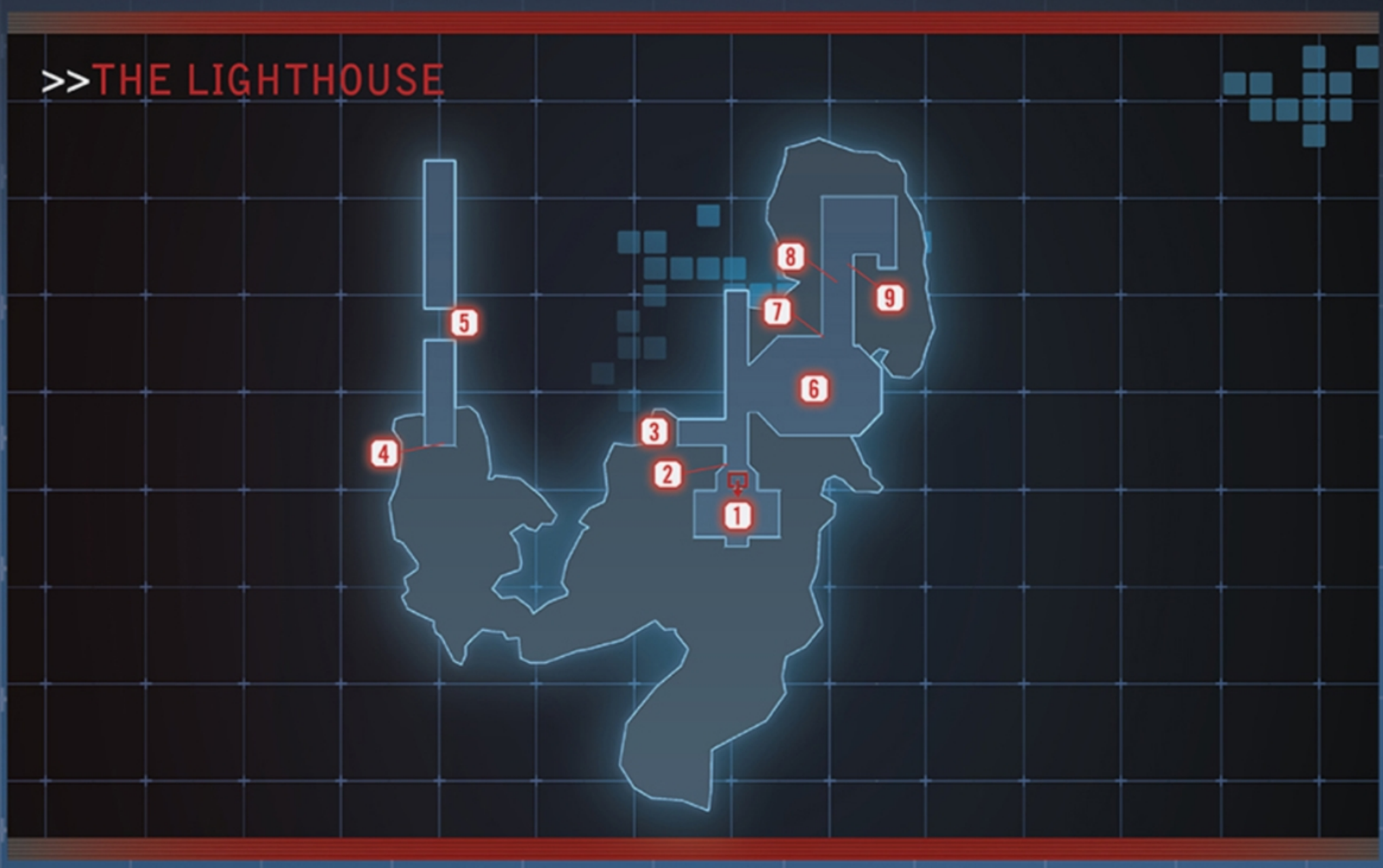


After two rounds of walloping him as he reloads, he'll charge up his baton and start chasing Batman down.

Disable his baton with a quick toss of your Shock Batarang, and he'll retreat and try to reactivate it. This gives you a chance to run/zip in and hit him some more. After couple rounds of this, the irritated Joker dons a gasmask and begins flooding the chamber with Joker gas. He'll now mix between charging with his electric baton or firing from afar, all as thugs drop grenades from above. The chamber itself becomes a sort of ticking time bomb, too. Take too long finishing off the Joker, and Batman chokes on the gas. Whether the Joker charges with the shock baton or fires with his revolver, counter as appropriate to wear down the last of his vitality.



Your reward for defeating the Joker is the Crypto Key Gamma, which allows you to solve previously impossible Crypto Sequences throughout Blackgate Prison.



1	To Cell Blocks	5	Ledge shimmy	7	Weak metal cover (use Batclaw)
2	Locked door (disable atop lighthouse)	6	Ascending lighthouse tower: Weak walkway floors (use Batclaw); unlocked access hatch (use Batarang); locked access hatch (attract guard to open with Batarang); Crypto Sequencer (opens locked door)	8	Gap (use Line Launcher)
3	Use Line Launcher			9	Crypto Sequencer & locked door
4	Loose metal barrier (requires Batclaw)				

This small area off the main prison hub isn't immediately accessible, and it's small compared to the mammoth wings of the prison. However, it becomes necessary later to explore it for alternate routes into the Penguin's well-appointed stronghold. Traversing it fully requires just about all the gadgetry you can muster.



ARKHAM WING



Accessed from the location of the Penguin boss battle



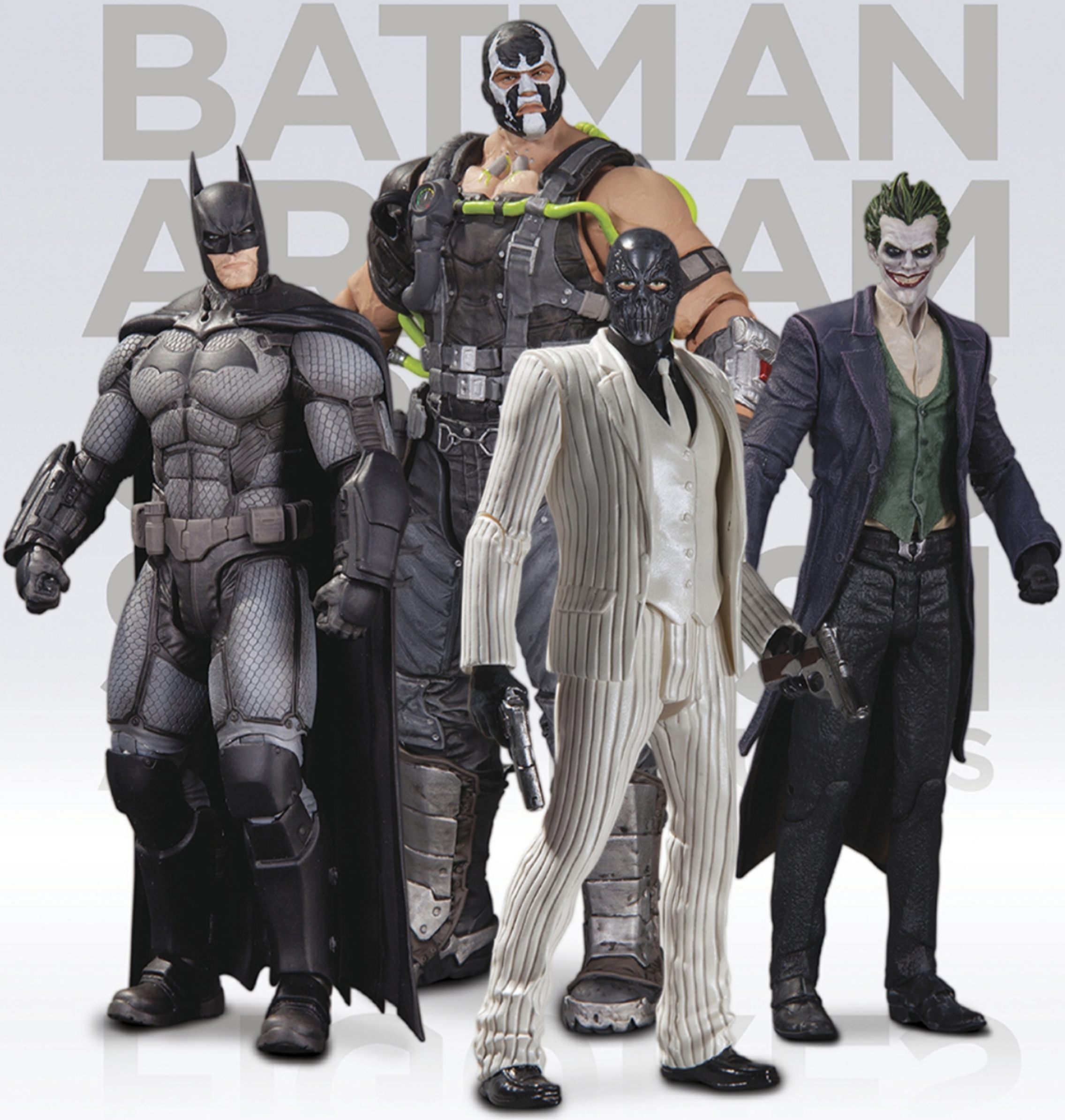
The Arkham Wing puts all of your puzzle-solving abilities to the test. The remaining Blackgate hostages are held inside the Arkham Wing vault. You've spent most of the game working to find a way inside. The floor surrounding that vault? Fatally electrifying. The perimeter around the vault is ringed with circuit boxes, weak floors and walls, and anchor points for the Grapnel and Line Launcher. You'll also put your gliding, shimmying and vent-crawling to the test. The final door is unlocked with a Gamma Key Crypto Sequence, which isn't a problem; if you got in here at all, you had that already.

It's not quite over...

As it turns out, there are good reasons to keep searching through Blackgate Prison. Five good reasons. Depending on which boss you left for last, the location of the five bombs is different: five traps spread throughout Blackgate. Their general locations along with many, many other places of interest are marked on this guide's maps. The actual rooms of each area are much more complex than indicated here. For example, you'll often see Batman moving clearly left or down, like you're obviously making him run or fall left/down, yet when you look at the in-game map on your Batcomputer (which matches the maps here), you'll see direction of travel indicated as up or right, depending on where in that particular area he is. You'll sometimes need to use these specific locations as signs that you're in the correct room, but actually hunting down the proper wall weak points or vents off the beaten path is still up to you, in places.

PSVITA TROPHIES

NAME	DETAILS	ACQUISITION	TYPE
The Dark Knight	Unlock all other Trophies	Acquire all Trophies	Platinum
The Collector	Find every pickup and detective case	Find every pickup and detective case	Gold
Last Laugh	Defeat the Joker	Defeat the Joker	Bronze
Cobblepot's Plot Was All For Naught	Defeat the Penguin	Defeat the Penguin	Bronze
Face Off	Defeat Black Mask	Defeat Black Mask	Bronze
Cage Match	Defeat Bronze Tiger	Defeat Bronze Tiger	Bronze
Born on a Monday	Defeat Solomon Grundy	Defeat Solomon Grundy	Bronze
The Man Who Sometimes Misses	Defeat Deadshot	Defeat Deadshot	Bronze
Domestic Disturbance	Catch Catwoman in Gotham City	Finish intro level	Bronze
Secret	Defeat last boss	Defeat the boss at the end of the game	Gold
Bad Case of the Mondays	Defeat Grundy using the Shock Batarang and water	Defeat Grundy using the Shock Batarang	Gold
CSI: Blackgate	Complete your first detective case	Complete your first detective case	Bronze
Party Pooper	Defuse all the Joker presents	Defuse all the Joker presents in endgame	Silver
Flew the Coop	Rescue all Penguin hostages	Rescue all Penguin hostages in endgame	Silver
Circuit Breaker	Disarm all Black Mask junction boxes	Disarm all Black Mask junction boxes in endgame	Silver
Now You're Getting It	Get a 12 hit combo	Get a 12 hit combo	Bronze
In the Flow	Get a 25 hit combo	Get a 25 hit combo	Bronze
Unnecessary Roughness	Get a 50 hit combo	Get a 50 hit combo	Silver
LEAGUE OF SHADOWS	Get a 100 hit combo	Get a 100 hit combo	Silver
Fresh Beats	Beatdown 10 thugs	Beatdown 10 thugs	Bronze
He's Sleeping	Perform 20 Stealth Takedowns	Perform 20 Stealth Takedowns (Normal, Ledge or Landshark)	Bronze
Breathless	Die from inhaling gas	Die once from gas	Bronze
Grave Digger	Unlock the Zombie Suit	Find all the pieces of the Zombie Suit	Gold
World's Greatest Detective	Complete all detective cases	Complete all detective cases	Gold
Oral Hygiene	Find and destroy all Joker teeth	Find and destroy all Joker teeth	Silver
Bird on a Wire	Find and destroy all Penguin bird cages	Find and destroy all Penguin bird cages	Silver
Unmasked	Find and destroy all of Black Mask's masks	Find all Black Mask's masks	Bronze
World's Snazziest Dresser	Obtain all Batman Suits attainable through gameplay	Obtain all Batman Suits attainable through gameplay	Gold
Armored Edition	Find all armor upgrades	Find all armor upgrades	Bronze
2112	Find all RUSH upgrades	Find all RUSH upgrades	Bronze
Talk to the Hand	Find all Gauntlet upgrades	Find all Gauntlet upgrades	Bronze



BATMAN: ARKHAM ORIGINS SERIES 1 ACTION FIGURES

BATMAN BANE BLACK MASK THE JOKER

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By Michael Owen and Joe Epstein

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JOE EPSTEIN

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